

VOLUME 1

DECEMBER 98

ISSUE 7

NEW AGE GAMING

S O U T H A F R I C A

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

SHOGO, SIN, CAESAR 3, VIRUS 2000
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Official PlayStation Magazine

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Play

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PlayStation Power

It's hard
to believe
but I just get
better and
better

TOMB RAIDER III

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CONTENTS



REVIEWS Under Fire

PC

30	SIN	1st Person Shooter
32	Virus 2000	3rd Person Shooter
34	Ring	Adventure
36	Caesar 3	City Building Strategy
40	Shogo	1st Person Shooter
42	You Don't Know Jack	Quiz Show
44	Grim Fandango	Adventure
46	Age of Empire - Rise of Rome	Age-Of
46	Star Wars - Behind the Magic	Educational
48	Klingon Honor Guard	1st Person Shooter
50	Israeli Air Fighter	Combat Flight Sim

SONY PLAYSTATION

52	Spyro the Dragon	3D Platform
54	C&C Retaliation	Strategy
56	MediEvil	3rd Person Hacker
58	Bust-a-Groove	Dance
60	Future Cops: LAPD	3rd Person Shooter
62	Wild 9	Platform

Preview Under Construction

PC

22	Populous 3 the Beginning	Strategy
26	Quest for Glory 5	Adventure

PlayStation

28	Brian Lara Cricket 98	Sports Cricket
----	-----------------------	----------------

HARDWARE HYPE

Page 64	Creative 3D Blaster Banshee
Page 64	Saitek Cyborg 3D Stick
Page 65	Microsoft Force Feedback Pro
Page 65	Logitech Wingman Force
Page 66	Microsoft Force Wheel
Page 66	Saitek R4 Force Feedback Wheel

DEPARTMENTS

EDITOR'S NOTE page 6

THE WEB page 8

The Birth of a gaming website. Gamecity chats to us.

TOP TEN page 10

You vote on our South African PC and Playstation TopTen.

BITS AND BYTES page 12 - 14

The hottest gaming related news off the press.

ARCHIVES page 18

We look back in time to where gaming began. Part 3

BACKCHAT page 16 - 17

You beg, plead, harass and slate us with your letters.

THE DEMO SCENE page 20

Written by Paul Furber, Part 5.

CLUELESS page 68 - 70

5 full pages of PlayStation and PC cheats

MULTIPLAYER MAYHEM page 72

Online Gaming brought closer to our shores.

THE END page 74

RING



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THOUSAND YEARS FROM
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EXTRATERRESTRIALS HAVE SUBJUGATED THE
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SURVIVORS HAVE ACQUIRED SPECIAL STATUS TO
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CULTURE.

THE HERO OF RING IS A GIFTED YOUNG HUMAN
NAMED ISH WHO IS ORDERED BY THE FOUR TYRANTS
TO PREPARE A PERFORMANCE OF ONE OF THE MOST
PRIZED HUMAN RELICS, THE OPERA OF RICHARD
WAGNER, THE RING OF THE NIBELUNGEN. THE
ADVENTURE BEGINS WHEN ISH IS BROUGHT TO
ASTEROID TERRA 2.

ISH EMBARKS ON AN INCREDIBLE SAGA AS HE
DISCOVERS THE WORLDS OF THE RING AND
INCARNATES ITS PRINCIPAL CHARACTERS. ISH IS
DRAWN INTO AN INTERGALACTIC PLOT FAR BEYOND
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ED's Note

Hello Gamers

It has been a long month and you won't believe that it is just passed 3am in the morning and I actually forgot to write my Ed's Note. Well we have started to receive responses to our CoverCD and it seems as though we have made a good impression. We are planning great things for next year and hope to further expand the range of New Age Gaming.

As for the year that has passed by, where did it go? It was only yesterday that NAG was a mere dream in our heads and we were still contemplating whether to sacrifice everything for the pleasure of a gaming magazine. Well people it has been a rough time but because of your support we are firmly embedded into the market and have become the voice of the South African gamers.

As the horizon sits at the moment it looks as if we are to see new players in the gaming distribution market. The smaller entrepreneurs are looking into investing into gaming and that is the way that this industry is going to grow. The overseas markets have had a record breaking year with their annual sales of entertainment software exceeding the Box Office sales of Hollywood for the first time. Wow! That is an indication of how big the industry is and shows that there is plenty of space for everybody to get the full enjoyment out of it. My only ambition in life is to see the South African market grow to reputable levels. We are such a small factor to the rest of the world that we have no buying power whatsoever and will continue to pay exorbitant amounts of money for our hobby. It must be said again, that our Distributors are fighting to keep the prices to consistent levels and we should see a levelling off of PC game prices to the R299.00 mark. I can only see our market getting stronger and hope that you support the game developers out there by purchasing the games you enjoy.

I am frequently asked to predict what will be the best game of the year. Unfortunately I cannot comment on 1998 because we have a surprise for the January issue with NAG's first gaming awards (oops) based on the year of 1998's performers and flops. But I will stake a little on predicting a winner for 1999, and as far as the information and responses I have been receiving, it is unanimous that Command and Conquer Tiberian Sun is going to be one of the biggest hits ever. Big words from a little man but I was lucky enough to have played it (even though early in development) and it really is leaps ahead of its predecessors. But I cannot leave out another prediction which will embark on the return of the true Role Playing Game in Baldur's Gate. If it arrives before the New Year then I can see many a New Years resolution falling by the wayside. I personally have opted for a New Years resolution to play as many games as possible and of course to fulfil the Editor's favourite pipedream, to finish them all.

This may quite possibly be my last Ed's Note as I have been pushed into a higher calling at the NAG office's. Yep I have been promoted to janitor. At least it is still an interactive calling and keeps me in the position of hogging the porcelain throne. I will be introducing the next poor fool in the January issue and he will then have to take all the gratification that I have been lucky enough to have received from you the readers.

Remember, if you are expecting Santa to drop off your favourite game on Christmas Day then take my advice, go out and buy one. Because he has just upgraded his machine and is sitting playing a pre-beta copy of Tiberian Sun and won't be making his usual rounds this year. Damn computers.

May this festive season be a safe and happy one to all of you and please attempt to keep as many of your New Years resolutions as possible. See you in 1999.

GAME AWAY.

The Ed

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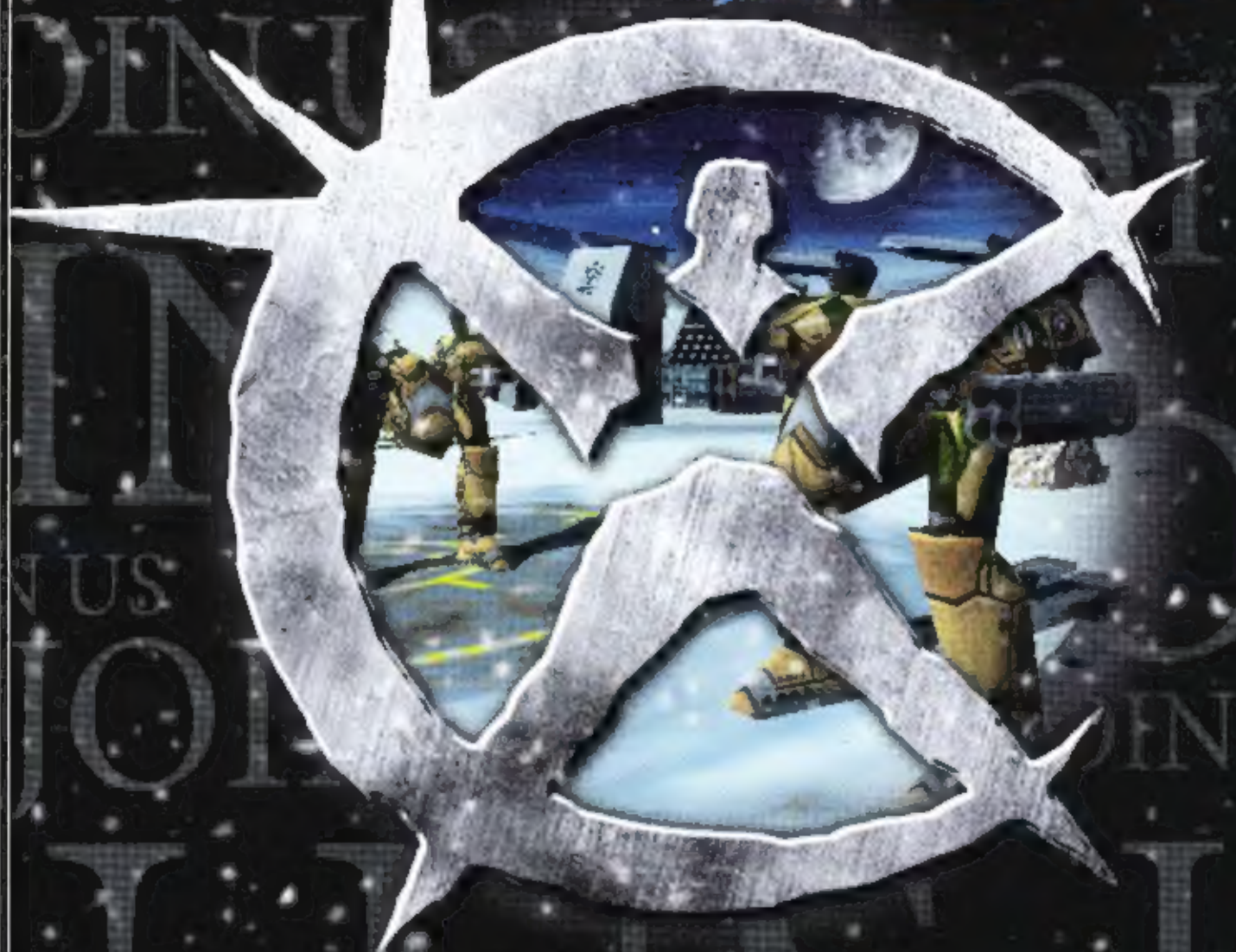
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The birth of a gamesite South African Style

GameCity

www.gamecity.co.za

As more and more gamers make the great trek into the world of the Internet, the bulk are utilising this medium to further increase their knowledge of their favourite hobby. But as usual we have very little in the way of our own dedicated gaming websites, until now.

Lance Tegner (A.K.A. Lord Zorg) and David Liu (A.K.A. the Genius) started Gamecity for the (incredibly selfish) reason of getting free games two years ago. Lance's expression showed as he explained how he had to hard code each of the game pages (500 titles covered at the time) because of lack of scripting knowledge. Commercialisation of the site started around December 1996, as can be expected there were signs of great things to come because of the consistent complaints from the ISP about bandwidth problems. It was then that David (the scripting guru) joined the fray and the commercial site started to take shape with everything held in a database and full site scripting.

One of the major problems for a growing gaming website in South Africa is the financial backing of the industry. Lance explained about the many hours of trying to convince the industry to support this lacking but growing entity and how finally the mana from heaven arrived in the form of Multimedia Warehouse. Multimedia Warehouse is fast becoming one of the largest interactive companies in South Africa with a broad range of top quality software and hardware products on offer. David explained the need for the investment in the site if progress was to be made at all. The enthusiasm showed as he described the powerhouse dual P2 333, 512 MB RAM, raid-5 server that now houses the valuable information of Gamecity, courtesy of MAW. David described the fact that Gamecity is a thoroughly professional site because they are competing not with South African competition but with the hardcore overseas sites leaving them with little alternative but to be of the highest quality. If they are to keep the local gamer on local bandwidth. What Gamecity has to offer the local

gamer is quite clear. This business is dedicated to the local market and will only supply info on titles available in South Africa. They offer the fully comprehensive service that the high bandwidth overseas sites offer, but with the obvious advantage of local peering bandwidth speed. Certain other advantages come by the way of free member web sites, local news, overseas news, local chat group (Gamecity Chat), reviews and previews. An interesting change will come about next year with something called 'My Gamecity', which is a configurable site that can be changed towards what the specific gamer wants to see. All he does is he selects the genre's and info that he is interested in and that will cut out all the useless info everytime he comes into the Gamecity site.

The most exciting piece of information to come out of the interview was the announcement (not guaranteed but still interesting) that because of Gamecity's involvement with Multimedia Warehouse it has made it possible to look into Online Multiplayer Gaming as a viable entity for South Africa. I couldn't get specifics out of the guys but we can expect to see some form of dedicated online service in the next year that Gamecity will be responsible for (Lance's eye sparkle even brighter).

When asked if there is one thing that they would change if they could it was an overwhelming agreement that the bandwidth shortage needs to be seriously addressed and the pricing involved has to be structured to bring it inline with overseas markets. Then local Internet will boom because the commercial sites won't be so financially strained and the people involved can put more money back into improving their sites.

If you are still hogging that international bandwidth or are experiencing the same lag as the rest of us South African Plebs, try www.gamecity.co.za first, you will be pleasantly surprised. Thanks to Lance and David for giving their insight and knowledge into the world of online gaming and New Age Gaming wishes them all the best for the future.

Sturm



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IT'S THE 22ND CENTURY. THE MAIN STREETS OF LOS ANGELES HAVE GOT EVEN MORE CRIMINAL. CRIMINAL GANGS BATTLE FOR CONTROL. BUT THEY HAVE A NEW ENEMY. YOU. CLIMB IN CLIMBING MOUNTAIN AND WEEDING THE LULIST. PLEASANTLY RECOGNITION. YOUR MOUNTAIN IS IN THE MOUNTAINS. AND IF YOU CAN TAKE THE MOUNTAIN, SO MOUNTAIN-MOUNTAIN IN 2-PLAYER SPLIT SCREEN MODE. OR ON TV.

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1x

1x

5x

5x

5x

5x



Ster Kinekor, Electronic Arts, Datatec Crew, Microsoft and New Age Gaming gives you the chance to win one of the above prizes. All you have to do is answer the four easy questions and send your entries to Christmas Competition, P.O. Box 2749, Alberton, 1450 or email answers to comp@nag.co.za

1. Which is the gaming console has the largest installed base in South Africa and is distributed by Ster Kinekor?
2. What is the heading on the Datatec Crew HALF-LIFE poster?
3. Populous 3 is distributed by Electronic Arts Africa, but which company actually develops the game?
4. Which Force Feedback device from Microsoft is reviewed in this issue of New Age Gaming?

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10 TOP GAMES

Hi Gamers,
As we build up to the Christmas period it has been a quite inactive market, but as the race starts to speed up I can see major changes over the festive season.
Commando's is having a easy time on the top of the PC charts with an overwhelming amount of support coming from all corners of South Africa. The ever present Starcraft hangs onto second spot but with Dune 2000 breathing down its neck, I am sure we will see a change next month. The biggest mover comes from EA Africa and that is excellent Need for Speed 3 as it drops in at number five. The only new entry into the PC charts this month is Caesar 3 from Datatec Crew. I must admit I was pleasantly surprised to see that the so called 'GOD' games are still alive and kicking.

The PSX charts seems to be going through a case of the ups and downs. Sitting pretty and strong is World Cup 98 but with the imminent release of FIFA 99 (amazing) I predict the reign will eventually cease.
New into the charts is NAG's own Editor's Choice Heart of Darkness and that cruises straight to No. four. Wild card entry Wild 9 has had very little shelf life and average reviews but campaigns automatically into No. eight. With another sequel about to break into the market there is sudden support for Crash Bandicoot 2, therefore it returns to the charts after a three month layoff.
December is the month to be jolly and many good releases are waiting on our shores. I see many new predictions coming for the new year. Let the New Year (and games) begin!!

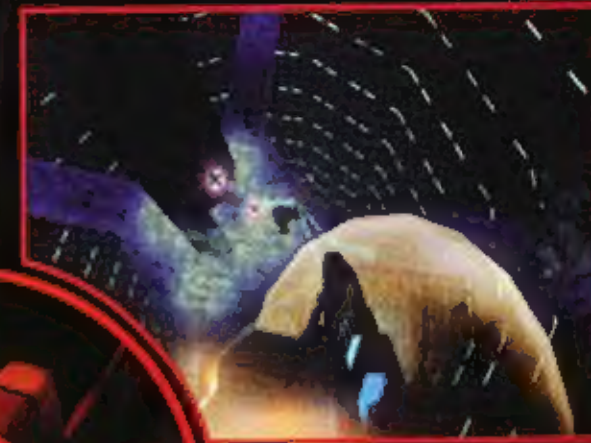
LM = Position Last Month TM = Total Months on chart RET = Re-entry

PC		
NAME	LM	TM
1. Commando's	1	2
2. Starcraft	2	6
3. Dune 2000	5	1
4. The X-Files	3	1
5. Need for Speed 3	9	1
6. World Cup 98	6	4
7. Mortal Kombat 4	10	1
8. Caesar 3	new	new
9. MS Flight Sim 98	8	3
10. Unreal	7	4

PLAYSTATION		
NAME	LM	TM
1. World Cup 98	1	4
2. Gran Turismo	2	6
3. Tekken 3	5	1
4. Heart of Darkness	new	new
5. WWF Warzone	3	1
6. Crash Bandicoot 2	ret	8
7. Need for Speed 3	7	3
8. Wild 9	new	new
9. Resident Evil 2	9	7
10. Final Fantasy 7	6	7

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- Choose to pilot one of four transformable Mobile Combat Armor Units (MCAs)
- Separate MCA and on foot arsenals for a total of 18 pumped up weapons
- Over 30 challenging enemies that use the environment to their advantage, activate alarms or spring traps
- Dynamic storyline and goal-based mission structure evolve based on your action.
- Multiplayer action includes built-in Internet, LAN and Modem support
- Full Direct3D support for superior graphics performance



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Ultima Online: The Second Age Release



ORIGIN Systems, the creators of software worlds, today announced it has shipped Ultima Online: The Second Age for the PC. Ultima Online: The Second Age includes the incredible, persistent online world of Ultima Online and expands the boundaries of the land to introduce new perils for first time players and existing fans alike. The Second Age also introduces new features specifically designed to support its global community. "Our loyal player community, made up of thousands of passionate players from all over the world, has made Ultima Online a worldwide success," said Richard Garriott, the creative force behind the internationally

acclaimed Ultima series. "In response to the worldwide demand, we are thrilled to introduce server support in Japan and Europe, in addition to the nine already in North America." The Second Age comes installed with a unique language translation program, licensed to ORIGIN Systems by SYSTRAN S.A. The program translates one natural language into another natural language. Four language sets are included in the Ultima Online translator: English to German, German to English, English to Japanese and Japanese to English. Other language sets are supported by the program and will be available for download from The Second Age web site. Ultima Online: The Second Age offers new areas for gamers to explore and includes additional creatures, weapons and spells. There is unique, new terrain such as jungles, rivers, lost temples, canyons, and additional swamps and Arctic regions. The game also features an IRC-style chat system for enhanced communication across entire game worlds. The chat system has both private and public channels, as well as messaging.

PlayStation PocketStation Announced



Sony recently launched the PocketStation in Japan. The PocketStation is a miniature games console for which specially designed games can be downloaded via a PlayStation Memory Card slot. These games are stored on the same discs as PlayStation games and can enhance the PlayStation with added features. For example, using PocketStation you may be able to train up characters in your favourite PlayStation game while at school or sitting on the bus. There are stand-alone games available for the PocketStation as well. Some highly regarded features of the PocketStation are the abilities to swap game data between your PlayStations and it allowing multiplayer gaming via a built-in infra-red sensor data link. Besides being a pocket games console, PocketStation also acts as a standard memory card. The PocketStation consists of a ARM7T 32-bit RISC processor, 2 KB SRAM, 128 KB Flash RAM, a 32x32 dot monochrome LCD, 5 input buttons, 1 reset button and a miniature speaker. All of these are powered by a Lithium battery. Unfortunately, there is no word as yet to when it will be available in South Africa.

Voodoo3 Announced By 3Dfx Interactive • Available 1999

At the opening of the COMDEX 3Dfx Interactive announced the debut of its new Voodoo3 product family, which is designed to deliver the world's fastest 3D and 2D performance. This time around there will be two versions of the chip. The Voodoo3 2000 aimed at the PC/OEM market and the Voodoo3 3000, which is aimed at the retail, sector add-in card market.

According to a press release the Voodoo3 with its dual, 32-bit rendering pipelines it can generate greater than 7 million triangles per second utilising its 100-billion operations per second 3D architecture. This means that the Voodoo3 will deliver more than twice the triangle performance of two Voodoo2 boards in SLI format - currently the industry's fastest 3D graphics configuration. The Voodoo3 will support ultra high-resolution display modes on PC.



Monitors with the world's fastest integrated RAMDAC at 350MHz. With this it can achieve resolutions of up to 2048x1536 at a full 75MHz refresh rate, making it the only graphics chip able to support the new proposed high-resolution display specifications from the VESA committee. In addition the Voodoo3 provides hardware DVD acceleration support to ensure 3D frames per second playback with no dropped frames. Coupled with the latest software MPEG-2 codecs, the Voodoo3 off-loads up to 40% of CPU overhead, enabling the CPU to do other tasks while playing DVD content. This feature will be a catalyst for the gamers to purchase more DVD drives and provide a market for DVD games. The Voodoo3 is expected to start shipping in the second quarter of 1999, but reference boards should already be available in December.

New Age Gaming = Price Comparison

	Incredible Conn.	CNA Interactive	Business Land	Shop 99	Olons	Pick 'n Pay	Toss R Us	Regipes
Small Soldiers (PSX)	R369.00	R349.00	R369.00	None	None	R349.00	R349.00	R350.00
Tekken 3 (PSX)	R439.00	R449.00	R439.00	R456.00	R449.00	R399.00	None	R450.00
Wild 9 (PSX)	R399.00	R399.00	R399.00	R399.00	None	R389.00	R469.00	R400.00
PlayStation Mouse (PSX)	R199.00	R249.00	R199.00	R242.00	None	R249.00	None	None
Klinton Honor Guard (PC)	R299.00	R299.00	R299.00	None	None	None	None	None
Ring (PC)	R299.00	R319.00	R299.00	None	None	None	None	None
Caesar 3 (PC)	R299.00	R299.00	R299.00	None	None	None	None	None
Graphics Master Banstree (PC)	R1699.00	None	R1699.00	None	None	None	None	None

Wizardry Archives Coming



Interplay Entertainment Corp. today announced the release of a compilation of the Wizardry role-playing game titles under license from SirTech, Inc. on CD-ROM for Windows 95/98-based computers.

The Ultimate Wizardry Archives includes all seven previously released computer game titles, Wizardry I - Proving Grounds of the Mad Overlord through Wizardry VII - Crusaders of the Dark Savant, as well as the enhanced version of Wizardry Gold, providing months of game play even for the novice role-playing gamer. Complete information is available on the official Ultimate Wizardry Archives web site at <http://www.interplay.com/wizardry>. Launched in 1981, the award-winning Wizardry series has sold over five million copies worldwide and is one of the longest running RPG series for the PC. The seven individual games included in the archive have won many awards, and collectively have helped to shape computer role-playing games for over a decade.

Sierra And Unreal Navy SEALs

We have decided to cancel the classified section that was going in the magazine due to Yosemite.

Entertainment announced that they will make use of the Unreal engine developed by Epic MegaGames.

for a number of 3D titles, including the recently announced Navy SEALs game based on the exploits of former SEAL and author Richard Marcinko. Epic's Unreal engine has been licensed and is in use in a number of current and upcoming games, including MicroProse's Klingon Honor Guard and X-COM: Alliance, Legend Entertainment's Wheel of Time, and 3D Realms' Duke Nukem Forever.

The Navy SEALs game will have a more tactical and strategic feel to it, where the player takes the role of a team commander, doling out assignments and equipment crucial to the success of each individual mission.

"We knew from the start that the developers at Yosemite Entertainment really 'got it,'" said Mark Rein, vice president of Epic MegaGames. "The Navy SEALs title is obviously going to be a superior game, so it's extremely gratifying to us to be a part of the team that's bringing it to life. We know that Sierra took a long, hard look at all the various technologies out there, and we are nothing less than thrilled that they chose to utilise Unreal."

Navy SEALs is set for release in summer of 2000.



SOLD! For \$1,000,000,000



Cendant Corporation announced a definitive agreement to sell the Company's consumer software division, Cendant Software and its subsidiaries, to Paris-based Havas SA, a subsidiary of Vivendi SA for \$800 million in cash plus future cash contingent payments of up to approximately \$200 million through 1999. The transaction is subject to customary regulatory approvals and is expected to be completed in the first quarter of 1999.

How this will impact the South African market remains to be seen, but no short-age of Sierra/Blizzard products should be expected.

1st Quarter 1999 Release List

PLAYSTATION RELEASES

Freestyle Boardin	Capcom
G-Shock	Konami
StarCon	Accolade
Big Air	Accolade
Bass Landing	ASCII Entertainment
Destrega	Koni
Lunar: Complete	Working Designs
Centender	Sony
Blas Radius	Pygnosis
Legacy of Kain: Soul Reaver	Crystal Dynamics
WCW/NWO Thunder	THQ
Silhouette Mirage	Working Designs
Dead in the Water	ASC Games
Initiating Stick	Jaleco
Rat Attack	Mindscape
Vermin	Eidos
Pro 10 World Tour Golf	Pygnosis
Quake II	Activision
Shadow Madness	Crave Entertainment
Silent Hill	Konami
Pac-Man 3D	Namco
Super Heroes vs. Street Fight	Capcom
Centipede	Hasbro Interactive
B&B: Get Big in Hollywood	GT Interactive
Global Domination	Pygnosis
F1 Racing Sim	Ubi Soft
All Star Tennis	Ubi Soft
Omkron: The Nomad Soul	Eidos
Jeff Gordon X5 Racing	ASC Games
Kawasaki Motocross	Activision
Attack of the Saucermen	Pygnosis
Shao Lin	THQ
Street Fighter Alpha 3	Capcom
Shogun Assassin	Konami

PC RELEASES

306x	SegaSoft
20,000 Leagues	SouthPeak Interactive
Age of Empires II	Ensemble Studios
Alpha Centauri	Fraxis
Amers: The Awakening	Cavedog
Babylon 5 Space Combat Game	Sierra FX
Battlecruiser 3020AD	3000AD
Dokutana	ION Storm
Dark Reign II	Pandemic Studios
Dawn of War	Virgin Interactive
Duel: The Mage Wars	Virgin Interactive
Duabo 2	Blizzard
Drakan	Pygnosis
Duke Nukem Forever	3D Realms
Elysium	Cavedog
Everquest	Sony Interactive
Force Commander	LucasArts
Gabriel Knight III	Sierra Studios
Good & Evil	Cavedog
Homeworld	Sierra Studios
Jagged Alliance II	Sirtech Software
Je211 Gordon Racing	ASC Games
Kingpin	Xatrix
Land of Lore III	Westwood Studios
Links Extreme	Access Software
Max Payne	Remedy Entertainment
Messiah Team	Ego/Shiny Entertainment
Phry	3D Realms
Rebel Moon Revolution	GT Interactive
Shattered Light	Calware
Sim City 3000	Maxis
Skies	SegaSoft
Swords and Sorcery	Virgin Interactive
Total Annihilation: Kingdoms	Cavedog
Trans-Am Racing '68-72	GT Interactive
Turok 2: Seeds of Evil	Iguana
Wizardry 8	Sirtech Software
Tiberian Sun	Westwood Studios

Sid Meier's Civilization 2 for the PlayStation?



Activision has announced it will be releasing Sid Meier's Civilization II for the PlayStation in the coming months. Created by MicroProse, Civilization II is a turn-based, world-building strategy game that challenges players to build the world's greatest empire through social, economic and political decision-making. Players command powerful armies and employ 600 years' worth of weaponry to defend their empire and defeat enemies to achieve one of two ultimate goals - world domination or the colonisation of another planet. Beginning as the leader of a primitive tribe, players can build a society using one of eight forms of government, including fundamentalism, democracy or monarchy. As their empire advances, players may focus their research on developing principles of law, technology or science, and can attain glory by constructing Wonders of the World. Players encounter history's most cunning leaders as they use diplomatic tactics to wage war, negotiate peace or form co-operative alliances with rival empires. Additionally, players can influence history's landmark events by playing in pre-set scenarios of different eras of mankind, including World War II and the Roman Empire.

PlayStation 2 Might Be A 128-bits

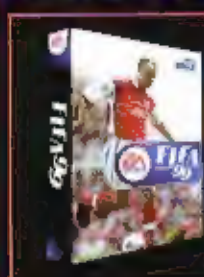


According to information posted by the ETTimes, the PlayStation 2 packs a mighty wallop - and might just qualify as Sega's worst nightmare. There are rumours that Sony and Toshiba are working on a faster chipset that may be used to power the next version of the PlayStation. According to the ETTimes, the chipset will run internally at 128 bits and could give almost unlimited power to game developers. ETTimes spoke to Toshiba's general manager about the possibility, which he did not deny, and he replied by saying that the two companies would make a public announcement about their partnership in February. We've heard rumours that Sony has held announcements back about the PlayStation 2 because the company is trying to figure out if it wants to grow the gaming machine out into a multipurpose device or keep the device a gaming machine. With Sega's new emphasis on Internet gameplay and the ease of programming for Windows CE, it looks like Sony's best way to stop Sega in its tracks is to make the system a DVD-based system. This news combined with Sony's projected announcement of PS2 later this month means the Dreamcast launch could turn out to be very interesting indeed.

Creative Labs EAX 2.0 API Announced

Creative Labs, Inc. today introduced EAX 2.0, a new version of its Environmental Audio Extensions (EAX) application programmer's interface (API) for game developers. EAX 2.0 allows developers to add new dimensions of realism through Microsoft DirectSound property sets. The new tools in EAX 2.0 build on Creative's Environmental Audio Extensions 1.0. With EAX 2.0, developers can add new features such as occlusion and obstruction for a new degree of realism that can be experienced with games supporting DirectSound 3D and Creative's Environmental Audio Extensions. Environmental Audio goes beyond 3D positional audio - sounds will appear to come from all corners of a room or space adding reverb, echo, and other effects consistent with the room acoustics, position of the player, source of the sound, and many other cues. To date, developers such as Electronic Arts, Bungie, Dreamworks Interactive, ION Storm, GT Interactive, Fox Interactive and many others have signed up to support Creative's Environmental Audio platform by using the EAX API.

Electronic Arts Sign 8 Year Deal



Electronic Arts announced it has acquired from ISI the exclusive rights to the three most sought after world soccer licenses - FIFA Brand, FIFA World Cup (2002, 2006) and EURO 2000, the UEFA European Football Championship. The landmark agreement in the world of licensing was signed in Geneva, Switzerland with ISI Worldwide, the official marketing partner of FIFA and UEFA and one of the leading players in global sports media and marketing. The eight-year deal will allow Electronic Arts to publish titles using FIFA Brand (Federation Internationale de Football Association), FIFA World Cup and UEFA EURO 2000 licenses for the PlayStation, the Nintendo 64 and the PC. Electronic Arts (EA) has held the exclusive interactive rights to FIFA since 1993. EA's critically acclaimed FIFA Soccer games are the world's best selling sports series, with lifetime-to-date sales exceeding 15 million units. Last year, EA continued its winning streak with a series of games based on the 1998 World Cup license. Both FIFA: Road to World Cup 98 and World Cup 98 were top selling titles worldwide.

Godzilla Now Online!



Based on TriStar Pictures' "Godzilla" film, this multiplayer action game has been available in open beta testing on GameStorm since May 20, marking the first time that a computer game based on a major Hollywood film has been released on the day of the film debut. Godzilla Online can also be accessed via the film's official Web site, www.godzilla.com. Godzilla Online is a fast-paced action game that allows players to assume the role of a soldier, a reporter, a scientist or a baby Godzilla. The game unfolds in arenas which closely match locations taken from events in the movie, including Madison Square Garden. Players can select different modes of play for each arena, including the brand new "Last Man Standing" and "Escape From NY" modes. To defeat the monsters, soldiers are armed with standard military weapons such as shotguns, grenades, machine guns, rocket launcher, and proximity mines. The Godzilla babies, in return, are equipped with fire breath, bite and lunge capabilities. There are more characters to play in the form of a reporter or a scientist. Each of them have different objectives and achieve them by different means.

I hope you have enjoyed this edition of Bits & Bytes. We hope to hear your opinions and suggestions about how to improve this section. If you have any comments please E-Mail me at bits@nag.co.za.
Lorenz (Lorenz) - Assistant Editor

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BACKCHAT
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letters@nag.co.za

Thank you to everybody who wrote in. Unfortunately we could reply to all of them, but we do read them all. We have an e-mail address dedicated to the letters section. The address is listed above. If you notice the e-mail you are almost guaranteed a reply. Congratulations to Dean Coetzee who wrote a copy of Shogun MAD. Keep those gaming related questions coming! See Ya

Please include your name and postal address with your letter so we can forward your prize should you win. Any winners without the above shall forfeit the prize and the Editor's cupboard will collect another game (Damn not this month Ed). The prize cannot be changed for cash or any other product. The Editor's decision is final and that's that.

BACKCHAT
PO Box 2749
Alberton
1449

To NAG

Hey people. Firstly I want to say that I have been a faithful Nag fan from the day I saw the first issue on the stand next to all the other PC magazines in CNA. I proceeded to buy it because of its amazing price tag and the look of quality. I then proceeded to subscribe. I have just finished reading your new issue of Nag for November and it really rules. I am quite amazed to see how far Nag has gone since the first issue. I wanted to thank you for a great magazine. I was wondering if you could please do a preview for Diablo 2. Other than that I have no requests your magazine is perfect the way it is.

Keep up the excellent work.

Adam Milner
Sunningdale

Hi Adam

The Diablo 2 preview is definitely on the cards for NAG but I cannot say which issue it will be released in because the information available to us is lacking. As soon as we can have a serious look at it, you the readers will be the first to know.
Ed

To NAG

To express the way I am feeling now would be very close to impossible. Why you ask me? Well, it started out as a normal Tuesday. After school I would go to CNA as usual to check out the new mags. Today I kinda hoped that I would find my favourite mag on the shelf after waiting for more than a month. The moment the shiny cover caught my eye I felt tranquillised as I always feel when seeing NAG. This tranquillity instantly turned into fulfillment the moment I saw the cover CD though. IT MADE MY WEEK (not particularly easy to do when you are in gr.11 and busy with year-end exams :-). Anyway, what I'm trying to get at is that you guys are the best and congratulations on such a wonderful first cover CD. I can honestly say that this is the best of its kind I have ever seen and together

er with the already jam-packed magazine NAG is sure to reach incredible heights. A few things I'd like to point out

Hi NAG

Firstly I would like to thank you for producing an excellent magazine. It seems to improve with each issue.

However, the main reason I am writing is that I was hoping you could shed some light on a topic that has been bothering me. Why is it that games can't be given away? I am not talking about them giving away Starcraft or Tombraider. I'm talking about the older games.

Sim City still is not being sold is it? What about the Wizardry games? Or some of the older Sierra games. Surely they are not being sold, so why not give them away. I think some of these older games are still great. (I still play Civ) So if they are not making money from the games, why not let us download them legally, or get them through coverdisk? It does not make sense to enforce copyright laws on a product that does not sell anymore. I think it would be ideal to give away Wizardry 6 for example, before Wizardry 6 is released. Give people an idea of what to expect, obviously expecting the various improvements.

If I am not mistaken, Sierra did allow Betraval at Krondor (full version) to be downloaded from the PC Gamer website. If this is the case...why is it not done more often?

Dean Coetzee
Web Entry

Hi Dean

An interesting question and one that I feel deserves our coveted letter of the month.

The main intention for any Distributor is to try and make as much money out of the lifespan of their titles as possible. That is where the budget ranges have been brought in, to not only get rid of older stock but to keep the profits up. Certain titles just break even over their boom period and anything after that, whether it be two years later, is the profitable period. But you have stirred a pot that I would like to investigate further. If you are releasing a sequel it would be an added marketing move to re-release via the web of CoverCD's older games in the series. But now we are getting inundated with value packs that range their titles from the first editions, therefore adding the lifespan to all the titles.

There have been only a handful of circumstances where a full product has been given away totally free of charge via the web and CoverCD. The one I remember was the Ultima IV full release on an eCW CoverCD that was to mark the Ultima Online release and that did wonders for marketing the product. But since then we have only had the Betraval of Krondor offer, so there seems to be little interest in giving anything away, even if it's still sitting piled up in warehouses.

I think that if you are going to give something away there are obvious costs involved (CD's, downloads are large, magazine costs) therefore there should be some kind of benefit to be made and if it's not a sequel then where is the benefit going to come from? I'll do a little digging and see what I come up with.
Ed

or ask though:

Tiberian Sun is spelled Tiberian Sun...hehe, this is a touchy subject for me as I am an incredible C&C fan...also I work for <http://www.tiberiansun.com>) How come you gave Dune 2000 such a bad review... "sniff". Oh well...I bet you will have another thing coming with Tiberian Sun, eh? When is the official NAG website gonna be up? Uhm...can't think of anything

else...except this mag RULES! -> Keep it up guys/gals!

Screamer
Web Entry

Hi Screamer

We at NAG are ecstatic that you enjoyed the CoverCD. It's been a long road. The Dune debate rages on but I agree fully with RAVEN on the review and even though the game is excellent, you have to sell an all round package up to standards but Tiberian Sun looks set to take Weshwood back to the top of the charts. As for the Official NAG site, we had to concentrate on the CoverCD as we have a small infrastructure. We will work hard at bettering that for a few more months and then shake the market again with our Website. So in short it will be up when we are able to give it full support.
Ed

Dear NAG

I would like to compliment you on your brilliant magazine. I have just received issue 6 in the mail (I am a subscriber) and I am not disappointed. In fact I am mightily pleased. I have noticed the price increase, is this to incorporate the cover CD? Which brings me around to another good thing, the CD. IT IS BRILLIANT. It has movies of all the forthcoming games and demos of the latest ones. I ask you humbly to please answer three small questions. What is the release date of:-
1) Tiberian Sun?
2) Dungeon Keeper 2?
3) Which should I get, Riva TNT or Woodoo 2?

Just keep gaming.

Dane Taylor
Rivonia

Hi Dane

The release date for Tiberian Sun is officially around Q199, but if I had to look in The Ends crystal ball it seems set to release around March next year. As for Dungeon Keeper 2 that's a much kept secret and even though it features on our cover I expect it to be a few months after the new year. I personally recommend the RIVA TNT. It's a definite Editor's Choice.
Ed

To NAG

WOW. Let me just start on how I came to be obsessed with NAG. In CAN one day, I was looking through some computer game mags and picking one after another and paging through them quickly. Then I picked up your mag, and normally the pages stop flipping where the staples are placed, and to my amazement, dead centre in the middle of the mag was one of my favourite games at the time, Black Dahlia. I immediately got the name of the mag, NAG, a South African magazine, I was impressed. So I bought the mag and went home read the review and then decided to read through all the other stuff. I was so amazed by all the content that I had to subscribe. And to this day, and hopefully forever, I will be a loyal, proud subscriber of NAG.

That's my story. And now I am really impressed. NAG has come so far in such a short time. Everything I wanted the mag to be has come true. The poster, the CD, more pages, etc. These are all things I hoped would be added to the mag in about a year or so, but this was fast. I guess you were sick and tired of people mailing you about the mag, saying that they want this and that to be added to the mag. Well I hope most of the people are satisfied as much as I am, because I am ecstatic. The poster and CD are excellent. Everything a person could want on one CD. No more sitting up at midnight downloading a 30MB demo of a new game, because it will probably be on next month's NAG CD. The look & feel of your CD is perfect, so try and not make any major changes. The trailer of C&C:TS was brilliant, and I can't wait for it to be on the shelves.

Well all I can say is keep up the brilliant job.

Lee York
Pretoria

Hi Lee

So NAG seems to be making an impression on the South African Gamer. We are also loyal readers of the mag and I agree with everything you just said (hehe-heh). It sounds like the game to look out for is Tiberian Sun. Not a bad choice
Ed

To NAG

The other day I had a very strange encounter with a NAG-fan. Let me explain.

I was taking my daily morning glory stroll when I heard what sounded like a very big fly with a crippled wing coming towards me over the horizon at a very fast speed. This may sound ridiculous but it is true. I ducked, not knowing which direction it was coming from. All of a sudden this big, metal... Uhm... Thing landed next to me. An alien came out and asked me to take me to my leader. I, knowing exactly what they wanted, took them to NAG headquarters, South Africa. I knocked on your door, and out came an old janitor. Maybe it was one of you guys, or maybe it was your Dress-up-like-a-manatee-and-scare-would-be-bick-or-treeters day. Or something. Now this may also sound ridiculous, but it is quite true I tell you.

I, myself, knowing exactly where our first world power goes to on the odd occasion, walked all the way to PO Box 2749 Alberton 1449. And there you were. A beautiful bunch of manatee's basking in the not so sunny sky. The reason I am telling you this is because you might not have been able to see me through your manatee costumes. I would also like to tell every other NAG reader about your manatee escapade. You cannot escape from the beady eyes of the public. The aliens are right now laughing at you and your pathetic attempt to conquer all manatee's and their families. Don't you hate candid camera!

Thank you for listening me though.

Lawrence Cawood.
A manatee conservationist

Hi Lawrence
Words elude me.
Ed

Greetings to all you Earthling's there at NAG.

I could of course write a full chapter in praise of what you and your team has done for the South-African gaming public, but I guess all the game-zombies out there would be quite upset if they had to receive a mag with no space for all the great reviews, articles and funky stuff you pile on to your pages every

Issue

I suppose my letter is probably more directed to the public out there to let them know that we have definitely come across an extremely dynamic team of people at NAG that has made it possible to create such a kick-ass gaming mag as this. So, all u gaming freaks out there, this is definitely a wagon for you to jump on and lets support Nag and its team to become the one and only butt-kicking gaming mag in the future. Who knows, us gamers might even rule the world one-day. Keep up the good work guys.

Pierre Botha
Randburg

Hi Pierre

Hey, Cybernation's rubble is rumbling in the distance. Thanks Pierre.
Ed

To NAG

I am just emailing to tell you that the quality of your book is superb! I have never come across a mag with such style and I gotta say its cool! I have subscribed to nag because of all the cool game reviews and cheats and just the other day I was wanting to get the game WWI Warzone for my PlayStation and when I saw it in NAG and read the details I was convinced that I should get the game and now I have... thanks for a really cool mag NAG!!

Mario
Esicouri

To NAG

I was deeply shocked and disappointed by Leon van der Unde or DIE-HARD GAMER (load of BS% if you ask me - August 98 issue). Who in John Romero's name do you think you are? Unreal is an excellent game, and kicks Quake II's ass graphically, but in no other aspect does it even touch id software's (I'm not worthy!) masterpiece. id virtually created the FPS (First Person Shooter for those of you who don't know) with Wolf3D and the DOOM series. Quake was a breakthrough in 3D Gaming, and Unreal was supposed to be a Quake killer, not a Quake II killer as it now is (due to loads of delays). But don't get me wrong: I bought Unreal the day it hit the shelf (and was probably one of the first in SA to do so), only to

be disappointed: it didn't run acceptably on my system (Pentium 200 MMX, 4 Gb HDD, 128 Mb RAM at that time) only to be disappointed more when it didn't run well on my new system (Same - a Creative Labs Voodoo2 12 MB), whereas Quake II ran well (and excellent) on both. I mean, Quake II was and still is the king of deathmatch, so have a cow. Your computers at school probably suck. And concerning Duke3D? I think his mouth is bigger than Teddie's out!

To my fellow Quakers out there: stand up for your Quaking rights, and don't let some stupid dumb \$\$ duker mess with you! Let us start the first gaming community in SA: The Quake Community. And remember to support the Quake II engine by buying games like SIN, Half-Life and Dukaalana!

Thanks NAG for your time, and thank you, fellow gamer, for reading.
Game on!

WilGro
Web Entry

Hi WilGro

I clearly see you have the entire games market at heart. Admirable thoughts and opinions make the Quake community a tough opponent for any other game community. May your Quake crown reign for many more years.
Ed

Greetings NAG

Thank you for a cool magazine. I really enjoy reading NAG every month, and my wallet enjoys buying it. Your reviews are good, with detailed ratings. I like your Bits & Bytes section, with up to date South African gaming news. I too would like to see S.A. catching up in the games industry of the world, and your mag is a step forward. I don't have any complaints at the moment, because your mag is still "young" and will improve every month. Hey mag and all the gamers out there in S.A. we can "gamertize" South Africa and invite South African gaming into our homes. Like they say "LOCAL IS LEKKER" Keep on gaming!

Gerhard Maree
Elsburg

Hi Gerhard
"Local is lekker rulez"
Ed

In the last issue we left Intellivision clutching at straws and Atari trying to polish their tarnished empire, but the worst was still to come. It was time for a shift in technology. A shift that would probably be one of the major reasons why the entire industry came crashing down in 1984 with very few survivors.

But to get the entire picture we have to backtrack somewhat to the UK during early 1980, where a small company making pocket calculators started producing what was probably the worlds first home computer system. Spearheaded by Sir Clive Sinclair the Sinclair ZX 80 was by no means the greatest games machine at the time but it was a revelation in the industry. It had a fully-fledged flatface keyboard, 5k of memory and could perform basic math calculations. Soon after wards the ZX 81 was released in 1981. A bit more powerful but still no major competition for Atari or any other console system on the market. In New York, USA though a typewriter mogul Jack Tramiel, had similar ideas. CUM or Commodore Business Machines (formed by Tramiel in 1962) released the Vic 20 in 1981. It was the start of the home computer era, in many ways spurred on by Motorola, who supplied most of the technology.

By 1984 Sinclair went on to replace the ZX series with the famous Spectrum and Commodore unleashed the C64. (We will reveal the rise and fall of Commodore in detail in a future issue) All this drove a stake deep into the videogame industries heart and consumers got turned onto home computers and turned off video game systems. Consumers just stopped buying video games, and I'm not talking about a slow process here, it almost happened overnight. Suddenly people started saying, "why spend \$150 on a videogame when I can spend \$200 on a home computer, play games on it, do the budget and the kids can learn on it".

By now Sinclair went on to replace the ZX series with the famous Spectrum and Commodore unleashed the C64.

However we cannot blame the entire videogame crash on Mr. Sinclair and Tramiel. By late 1983 every company in existence decided that they can make money in the videogame market. One of them was the Connecticut Leather Company, Coleco for short. Making everything from garden furniture to portapools wasn't enough and they launched the Coleco home arcade with some really good titles, but had to compete with Intellivision's M-Network (Intellivision software developer), who was approached by Kool Aid to produce the Kool Aid Man for both the Intellivision and the Atari 2600. The idea was that the game would be a promotional premium to sell the product. Chuck Wagon dog food contracted Spectravideo to produce Chase the Chuckwagon once again the game was

Act 3- Crash Proof, Not!!

Timeline - 1980 - 1984

Will Granzier AKA AtariBaby Flies the time machine into the era of make or break in the gaming industry. Could Atari shake off the competition or not?

offered as a premium. These are just 3 examples of how non-electronic related companies were trying to get in on the act.

It was quite obvious that the companies designed these games with quality and playability being last on the list. The thought being, people will buy it simply because its a videogame.

Big mistake they didn't and eventually nobody wanted to buy the trashy titles that flooded the market.

The other problem was that the companies who didn't get in on the act by devel-

fewer sales. Each company ended up with such a small share of the gaming market that the profits plummeted and shareholders weren't willing to plough more money into software development, which in return meant that certain consoles lost appeal, and eventually went off the market. Some within 6 months of release.

One point in case happened right here in South Africa, with the Telefunken Creativision. It was released in June 1981 and was taken off the shelves, or should I say called back by Telefunken by January 82.

After all the dust had settled, Atari and their few remaining competitors had to find new ways of bringing in the dosh. Intellivision made a last ditch attempt at survival and launched their own version of a makeshift computer module, called the Aquarius. No prizes for guessing that it flopped horribly, knocking the last nail into the giants coffin.

Atari pushed their limits and came up with their 8-bit line up of computers. The Atari 400 was the first to see the light and competed very favourably with the Spectrum and the C64, however!!!! Not willing to relinquish their long lasting strong hold on the videogames market, they released the Atari 600 XL. A machine that offered more than the 400 and could play the entire spectrum of VCS 2600, 5200 and 7200 cartridge games. Very nifty in design and looking very much like a C64, the 600 XL became a big seller in the USA and in South Africa. But the Commodore 64 was the big pooch on the Home computer turf, and soon Atari had to come up with something new to impress and sell.

The home computer made a distinct path for it self and it was quite clear that it put the videogame console in the back of the selling line.

The console seemed to be doomed forever!! Or was it....

In the next issue we see a new sun rising in the East and get introduced to Mario and Atari reveals the first 16bit games engine!

Until next time I will be loading up my C64 then.... Loading error, what do you mean Loading error, %\$#&*%* tape drive!!!!

AtariBaby



ZX81 COMPUTER KIT PARTS

The do it yourself kit of the 1980's, complete with manuals.

oping trashy games as sales gimmicks, went on to release their own video game consoles. Most of them looked identical, with little variation of all the games. Telefunken teamed up with Chinese toy-maker V-tec to release the Creativision, a blatant rip-off of the Intellivision. Even the games were blatant rip-off's, not only of Intellivision's top sellers, but horrid remakes of the old arcade classics.

Namco's Rally X became 'Auto Chase', Pacman was degraded to 'Chicken Run' and even Donkey Kong was reworked to be called 'Police Jump'. Well it might have been a good idea at the time, but with every Tom, Dick and Harry doing just the same thing while still allowing private development of software things became just too much. Just before the big crash in 1984 there were over 34 different systems for sale in the USA alone. With such a vast amount of machines for sale the market became flooded. Which in return meant

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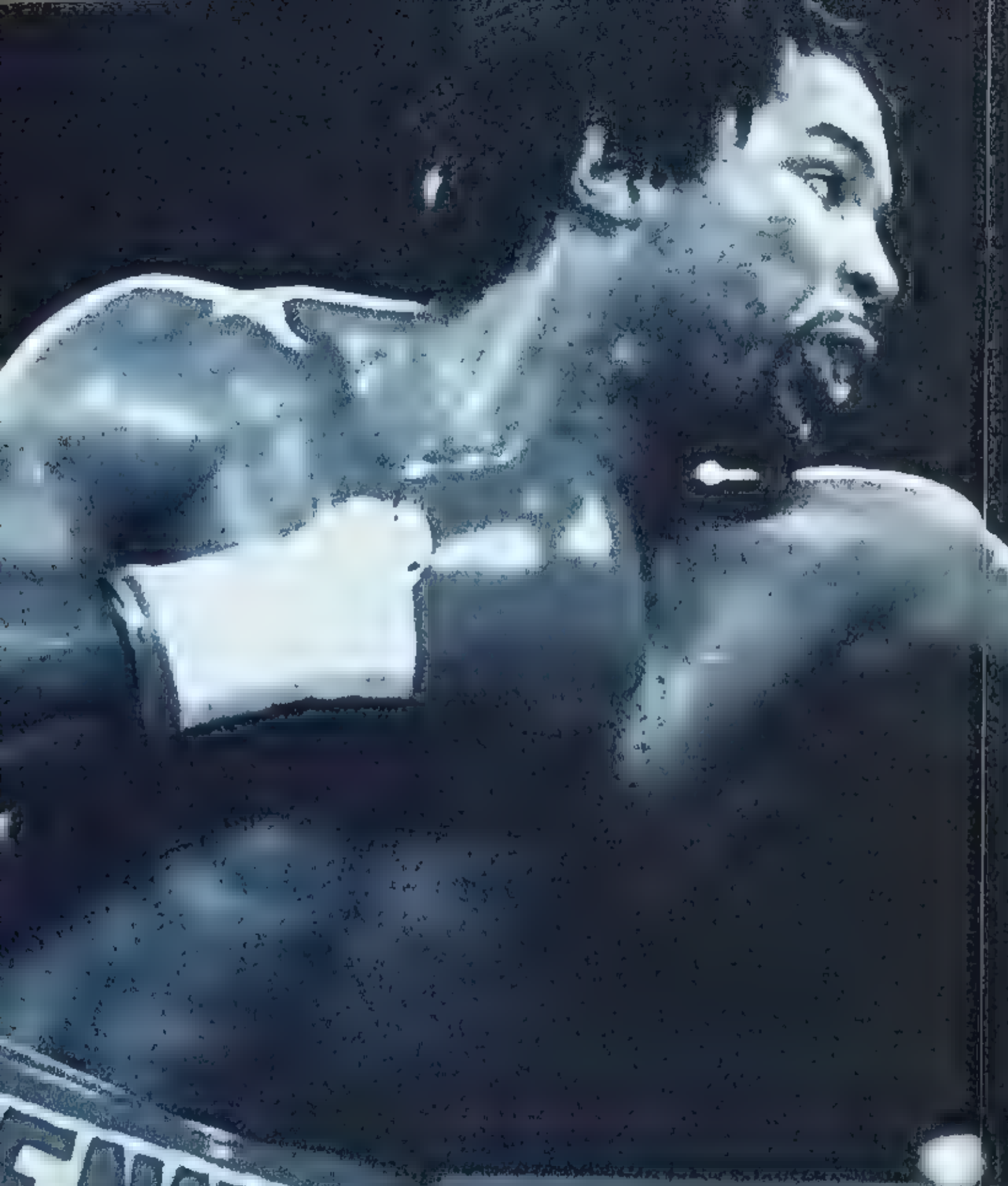
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FastTracker plays the stuff

The Grant Music Competition II - you just missed this year's one but check it out next year and compete against freshmen from around the world!

20



EAT LEATHER



Downloaded At: 11:53 11 September 2009



Preview Under Construction

In the sequel the ever-popular graduate of the Farnes Adventurer's Correspondence School for Heroes returns to price

more take on the role of ardent adventurer and to stop evil in its tracks. This time you travel all the way to Simaria to find the King's assassin. The only way to accomplish this is to enter yourself into the Wars of Rulership, a competition to choose a new King. You might even end up being the King if you can keep yourself out of harm's way long enough. Along the way you will meet up with old friends from past games and make new ones to help you in your quest. Some of the old characters include Rakeesh, Elsa van Spielburg and of course the slightly eccentric wizard Erasmus together with his sidekick Ferris.

As with the past QFG sequels you have the opportunity to import your character from previous games. Now if I could only FIND my old character (it's been a while OK!). Sadly there are no new character classes, only the usual classes are in place, namely a mysterious wizard, a brave fighter, and a sneaky thief. Magicians use magic to progress through the game while the fighter uses force, and the thief has to rely on his guile to overcome puzzles and obstacles. As can be seen each character relies on different approach methods and this is where the re-playability factor lies in the QFG series. To fully explore the whole game you need to play as all three character classes.

The most notable addition to QFG 5 is the multiplayer mode. Up to four characters can quest together through the game. This is quite

Way back in 1988 Sierra brought out the first game to have elements of the adventure genre and RPG genre named 'Hero's Quest'. Since then the game has adopted the name of 'Quest for Glory' and has had 3 sequels. The sequels had at most a 2-year span between them, and the last one, 'Quest for Glory IV: Shadows of Darkness' was released in 1993. All of a sudden it seemed that the game died and no additional sequels would ever see the light of day. Surprisingly the game had such a following that fans started e-mailing Sierra for a sequel, and thus was born 'Quest for Glory V: Dragon Fire'.



a change from the usual deathmatch style play in games and similar to the features that Baldur's Gate is promising, although not as extensive. In multiplayer games there are a few new additions to the characters, namely Elan and Magnum. Whether there will be more only Sierra can tell, but I certainly hope they include one or two more characters to give gamers an even wider variety to choose from. Another female character would certainly be a bonus.

Developer: Yosimite Enter.

Publisher: Sierra Software

Supplier: Datatec Crew
Tel: (04) 233-1111
RRP: \$329.00

International Site
www.qfg.com (demo releases 1998)

QUEST for GLORY DRAGON FIRE



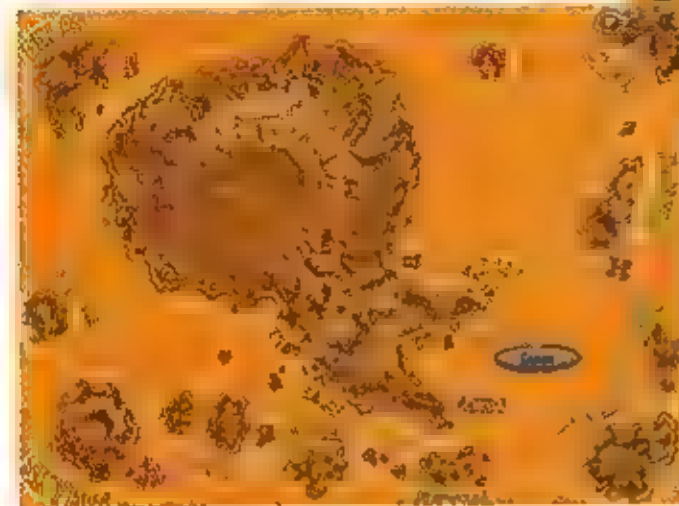
It's must be some kind of potion that keeps our hero young and healthy, especially after five games in the series.



Wow, wow, this bad bounding thing is fun.

Quest for Glory 5 Dragon Fire (cont)

A host of advancements and features have been added to enhance the experience of questing your way through Simaria. At the top of the list is the new graphics engine, which uses real time 3D characters and pre-rendered panoramic backgrounds. Sierra's development team opted for a software rendering engine rather than the accelerated engines that are popular nowadays. To say that the graphics are good would be an understatement. The software engine maintains the 2D feel of the sequel and I think Sierra made a good decision with regards to this. I have always enjoyed adventure games with an animal



The overhead map of Simaria



The dragon skeleton of the intro movie



The magic shop software rendered with dynamic lighting effects



An ancient columbian necropolis thoroughly displayed

ed feeling more than 3D accelerated games, or games with video footage in it. Most gamers agree with me on this point and I hope the Sierra take note and continue with their excellent work. The new engine also incorporates real time dynamic lighting as well as particle effects. What does this mean for gamers? Exceptionally cool special effects. From what I saw the beta the graphics are really revolutionary, but the way it reminds you of past QFG games, while still working with new concepts is what caught my attention.

In the sound department Sierra went all out and is still improving in game sound. Characters converse using speech and there were all people offering their time up to record the massive 10-hour soundtrack to the game. The composers also did an excellent job with the music, which fits the visuals in QFG 5 well, adding in the feeling of being in a land full of magic and mystery. There are even plans to ship the music as an audio disk in the collector's boxes when the product is finally finished.

QFG 5 should be available this Christmas season, and if not early next year. It is currently undergoing rigorous testing to find the bugs still remaining and fine-tuning the engine and sound for optimal performance. Don't take these dates as set in stone though, the official release date is still 'When it's done'.

The beta product we received was near completion and gave a fair indication as to the different aspects of QFG 5. The only features where major changes might still be made is the multiplayer. From my experience with the beta I would say that Sierra has a winner in QFG 5 and all adventure fans can look forward to an adventure to remember when it finally hits the stores. In the end a true evaluation can only be given from a finished product so keep an eye out for the full review in a future issue of NAG.



The inventory system with all the new spells

Cricket Under Construction

Cricket Simulation

Codemasters

Codemasters

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International
www.playstation-europe.com



As we build up to one of the best years in sport 1999, we are all too familiar with the gaming industry obsession with sporting World Cups. The PlayStation developers however dislike one particular sport more than most because we are yet to see a title developed especially for it, Cricket. But the silky cover drive, powered smashed six and the diving run outs are finally going to make an appearance on the PSX, compliments of the talented team at Codemasters.

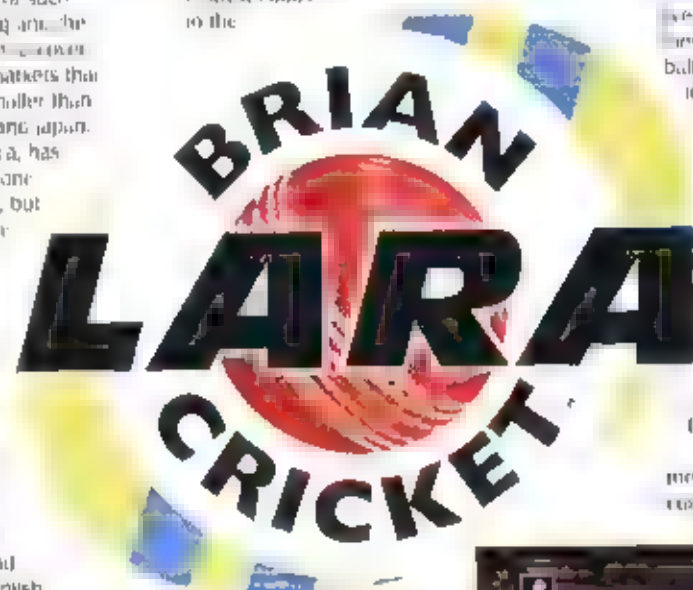
Storm

No PlayStation owner has the right to miss out on any cricket simulation game because there were none. The only reason you can think of for such negligence is the lack of finding another way of not selling well enough. However, these millionaires! The markets that cricket titles are aimed at are smaller than the mass millions of the Soccer and Japan. The surprise market, South Africa, has shown tremendous support for one particular cricket title. Cricket 99, but it failed to make its way onto the PlayStation.

Finally after months of watching the boys over in Pakistan and the news of the premier release of Brian Lara Cricket 99, I happened to get my protective gloves on the cricket sim for the PSX.

I hope that everybody has not forgotten their all boxes, because his name is heading for a knockout victory. Endorsed by the 'hall of fame' Brian Lara and developed by the successful English based Developers Codemasters, has gained history written all over it.

For the preview copy I received it is easy to see the mass improvement and growth in this cricket simulation. It's obvious that in the Sega Mega Drive. True cricket precision is key to the graphics with 48 thoroughly detailed stadiums all the world famous cricket grounds including all South African Wanderers, Newlands etc. (I don't



my favorite surprises was the inclusion of 460 international players of all the cricket nations. The way it follows adds to the

rather a very opponent.

Codemasters have given advanced motion capture routines to realistically animate characters in all aspects of the game. Everything from the bouncer hook of the bowler, the hard running single or the wide ball gracefully let alone all are meticulously rendered for maximum immersion.

Now what would cricket be without the ANZSL for those people that aspired to the slow motion replay for the third umpire. The heart-pounding action of a close run-out is always an attraction to the TV viewer and now it's a heart-pounding feature of BCC99. Slow motion replays and the dreaded catch lights are just a small part of the full package that Codemasters claim will deliver an unmatched realism and from what I can see they are on track.

Codemasters have added the commentary of South Africa's favourite cricket commentators, Gill Boy, and his debutante



I was a regular victim to the Waqar middle wicket syndrome

realised that the game is not just about having your own statistics, gladiators battling it out. Instead, a few similarly named drop-outs. The catalog of stats on each player is taken from actual data and Codemasters boasts a fully implemented AI system that takes full use of these stats to create realistic and challenging computer opponents.

You have a full range of options available to you with everything you could possibly think of included. You can play everything from a short 10 over challenge to a full 5 day test. At whites included if you wish. Not the colour uniforms of the exciting one day World Cup then be prepared to have Alan Donald's war painted ace screaming down at you for

(Ed) and the totally serious Jonathan Agnew, as well as local crowd scenarios. There's so much to talk about in BCC99 but I will have to reserve that for my 12 page review. I hope that's your own magazine but as far as impressions go, I am ecstatic. Not only because we are lacking a cricket title but also because the advancements are clear to be seen. This title has far-reaching implications on average people social especially if you are a fan of the game of cricket.

Storm



The heart pounding reverse camera view

RAILROAD TYCOON II

Educational strategy game with a difference

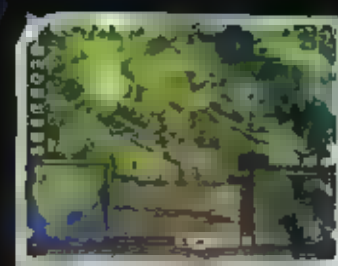
Tunnel vision
One track mind?

Trainhead!

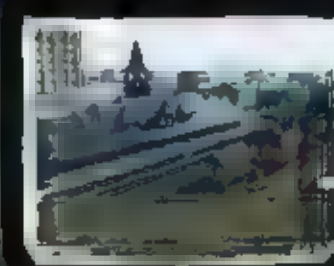
Taking you from New York to South Africa
It can take you from 1804 to the year 2000
It will take you from a normal, well-adjusted person

to an obsessed, single-minded one-track trainhead.

- 18 scenario campaign lets you recreate history's greatest railroad feats and failures.
- Sandbox mode for non-competitive play.
- Sophisticated stock market with margin buying, short selling and hostile takeovers.
- Compete with the best players around the world with LAN and Internet play.
- Integrated map editors let you build your own worlds.
- A.I. opponents are based on historical industry barons (Vanderbilt, Gould, Drew, Stephenson, etc.).
- All maps are real (based on satellite photography from the U.S. Geological Survey and other sources).
- An educational strategy game that's truly exciting.



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REVIEWS UNDER FIRE

Yet another first person shooter to enter the market, as if there aren't enough already. That is how I felt when Sin arrived for review. After playing it for about 2 hours my opinion started to change.... **DarkSkies**

You play the role of John Blade, a Colonel in a security organisation known as Hardcorps. John is your everyday stereotypical cop who drinks too much, swears too often, and has a craving for killing bad guys. Even with all his bad points John is still one of the best in the business and can sense when things are about to happen, and he senses that a heap of trouble is heading his way.



lans who will provide assistance. There are other new features in the environment as well in the form of computer terminals and security camera monitoring stations from where you can view different sections of the

level you are on. Just the way it was in Duke Nukem 3D.

You can even drive around in vehicles such as off road motorbikes and forklifts to name a few. In Sin every level has well defined objectives so players won't have to run around to figure out what to do next. This makes the gameplay flow from level to level and keeps your interest since you know what to do each time. There are usually primary and secondary objectives to accomplish with the primary being absolutely necessary to finish the mission and secondary objectives being bonuses, although some can have a direct impact on the storyline.



At his side, or should I say sharing safety at Hardcorps, IQ is his trusty smart ass hacking sidekick IC, who takes care of all the electronic security found on the various sites that Blade visits. Ahh yes, then there is the bil-lionaire woman, Heidi Sinclair who Blade has a crush on, well at least until he finds out she is behind everything. This and more are explained in the informative journal of John Blade which spans 17 pages of the manual.

An impressive story considering that most First Person Shooters tend to lack a decent story and mainly focuses on the killing aspect. Not only is the pre-game story interesting but the game immerses the player totally into the world of Freeport and continues to develop the storyline throughout using in game cut scenes, but make use of the engine rather than using pre-rendered animations.

The biggest difference between Sin and any other FPS game that I have played so far is the satisfaction interaction with your environment. Although you have to find key cards and push buttons, these objectives have a well understood purpose and is completely integrated into the story. An example of this would be when you need to find a security card to gain access into deeper levels of areas John breaks into. You will need to locate a civilian worker with the appropriate card and then extinguish their existence with few well-placed rounds before they can alert security. In some cases you can even strike up conversation with civil-



Adventure

Min Required	Recommended
Pentium 166 MMX 32 MB RAM 4 X 1600s 2MB PCI Graphic Card 50 Mb Hard Drive DX6 Compatible Sound Win 95/98 DirectX 3.0	Pentium 233 MMX 64 MB RAM 8 X 1600s DX6 Compatible Sound 600 Mb Hard Drive 3D Accelerator (3Dfx et al) Win 95/98 DirectX 3.0

Developer: RAVEN Software

Publisher: Activision

Supplier: Multimedia Warehouse
Tel: (011) 315-1000
RRP: R 299.00

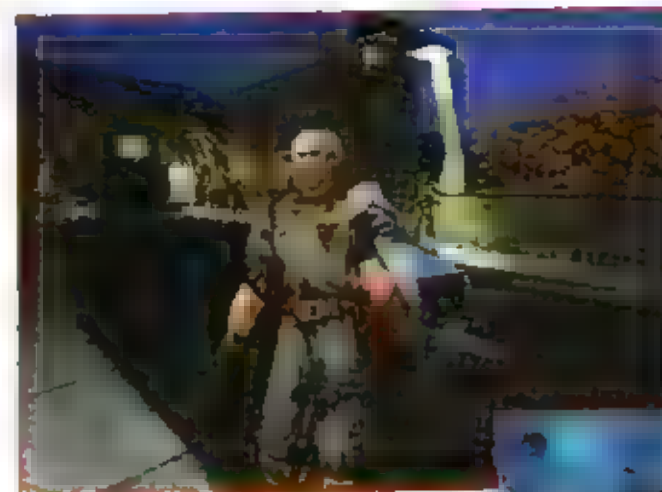
International Web Site
www.activision.com
Local Demo Download
www.gamessdomain.co.za (30 Mb)

As everyone probably knows, Sin is based on the Quake 2 engine from id Software. Raven Entertainment then modified the engine and turned it into an excellent engine on steroids. Graphically Sin reminds me of Duke Nukem 3D with its bright colours and excellent design. All the levels strive for realism and feature objects and imagery you would expect to find in the real life versions of the installations portrayed. Unlike most First Person Shooters of the past you very rarely come across areas that seem claustrophobic and there is a good variety of indoor and outdoor levels to enjoy. As with most products these days, Sin has its fair share of bugs. The levels takes to long to load, with many levels taking between one to three minutes. This disrupts the mood of gameplay and has you twiddling your fingers as the interest in the story dissipates. Another loading problem is found on certain levels, which load twice before allowing you to continue. There are also some clipping issues in Sin, for example when an enemy stands behind a door you can see his weapon appear as he moves on the other side. Hopefully the patch should be available by the time you read this

to alleviate these problems. The most notable area where the engine has been modified is in the damage department. Characters are divided into damage areas, it seems that there is a head, upper body and lower body damage area. Obviously characters take the most damage when shot in the head and less the lower you go down. A humorous side effect to the lower leg damage is shown by the character jumping on one leg for a short while

SIN

(cont.)



Hey we are South African. I see that everyday

On the weapons side Raven went for the realistic feeling with weapons that aren't too alien. Most of the weapons are of your basic bullet variety with guns such as the Assault Rifle, Shotgun and Sniper Rifle which feature zoom capabilities. There are also more exotic weapons like the ever-favourite rocket launcher and the spider mine, which detonates when it detects motion nearby. Overall the weapons are well balanced for multiplayer and there should be no real favourites since each requires skill to use. An experienced Quaker will also note that you have to be extremely accurate in Sin to hit your target. This forces all the thrust wannabes to practice harder and get their aiming skills up to scratch.

Sin has excellent sound in place as well. It's a pity that the implementation is riddled with bugs. The most common bug can be heard when a sound starts and keeps repeating over and over again. A definite annoyance. There are also reports that Sin has dif-

ficulties with PC based Soundcards but since I am running on an ISA card I couldn't verify the problem. What makes Sin's sound shine is the communication between characters using speech, rather than a text based message system. This makes a huge difference when playing the game where you don't have to move your eyes from where the action is just to see what he is saying. Besides the speech Sin creates immersive environments by producing ambient sound effects to suit the area. It's very easy to pinpoint where an enemy is just by listening to their chatter, but what makes it convincing is the way that the sound changes to reflect the environment. For all Deathmatch fans, desat not, it's alive and kicking in Sin with some fresh new ideas. What would a FPS be without some multiplayer action? With

facilities with PC based Soundcards but since I am running on an ISA card I couldn't verify the problem.

What makes Sin's sound shine is the communication between characters using speech, rather than a text based message system. This makes a huge difference when

Sin having the Quake 2 engine, gamers can receive the least amount of lag for internet games and fast responsive LAN performance. This is one area where the Quake 2 engine is still ahead of the pack while everybody else is struggling to catch up. A mention must be made about one of the DM levels in Sin, which is hilariously funny and named "Behind the bookcase". At first glance the level looks like any other but is in fact a study with a bookcase, couch, magazine and desk. So what's so strange and funny about that you ask? The fact that the characters are the size of miniature action figures surrounded by huge oversized objects.

Another feature found in Sin is the Hardcorps HQ training facility. Here players can hone their skills to a fine art on the Skill Sniper and Environmental ranges. It will prove to be a valuable training tool for anyone that takes their killing seriously. Even in the training facility the competitive spirit is kept alive. Players have to log onto a computer terminal before starting. Should their scores be in the top 5 it will be logged and saved on the terminals. A great way for you and a friend to settle that argument about who is the most accurate.

Overall Sin can be viewed as one of the best FPS games this year. If they fix all the bugs, it isn't for the bugs Sin would have received a much higher score. The graphics might not be as visually appealing as Unreal but it gives you a more interactive environment and totally immerses you into the role of Colonel John Blade. This game is a definite must buy for any Quaker or fan of the first person genre. With Christmas around the corner you have more things to worry about, explaining to your other half why you bought Sin instead of the angel for the Christmas tree.

Sin is one of the better games released in the FPS genre this year. It might not be as visually appealing or technologically advanced as Unreal but it comes up in single and multiplayer gameplay. It is a pity that the game suffers from so many bugs, hopefully they will have been patched by the time you read this.

79 76 83 80 80 76

www.activision.com

Best Level Design
 Engaging Story
 Training Facility

Long Load Times
 Sound Bugs
 Graphics / Engine Bugs

OVERALL RATING

79

Third Person Shooter

RedTide

Why me, again?



Ring is an ambitious attempt at putting the Wii's casual "Fun Legend of the Zelda" into the form of a serious, unfortunately more straightforward and less of an interaction with characters makes for a boring game. It is a fairly serious adventure for the average adventure gamer but fans of Ring and Project Speedy will H.



70



70



70



70



70



None



None



None



None



None



None

NEW AGE BOOKS

3rd Person Shooter

Min Required	Recommended
Minimum 200 MHz	Minimum 200 MHz
16 MB RAM	32 MB RAM
2 x 4 Drive	4 x 4 Drive
300 Accelerator 45000 Hz	400 Accelerator 45000 Hz
310 MP Hard 11.25 Spind	310 MP Hard Drive Spind
1000 Soundblaster Compa	Windows 95 Sound
Win 95.95	Win 95.95

Developer: Grolier Interactive

Publisher: Grolier Interactive

Supplier: Multimedia Warehouse

Tel (011) 315-1000

RRP: R 279 00

International Website
www.v2000.griffier.co.uk

www.v2000.groner.co.uk

התורה היא חלק מההוראה הכללית של המורה, והיא חלק מההוראה הכללית של המורה, והיא חלק מההוראה הכללית של המורה.

[illegible]

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GT Interactive
Software



**DATATEC
CREW**

ISSUE 7

DECEMBER 98

HB 10 1 433 111 Cape Town 021 4 8 4240 Date 10/05 579 1974 PE 041 5 3 515

REVIEWS UNDER FIRE

When it comes to computer games, any trip taken down memory lane usually ends in despair - one look at those ancient graphics will have even the toughest player reaching for a brown paper bag. Ultimately it's better not to indulge in nostalgia but rather remember the 'classics' for what they were. Now, just imagine if you could find a game that plays like its forefathers but looks like its siblings.

RedTide

The game is a journey between the past and the present through four worlds that precede human existence. The hero of Ring is a gifted young dwarf named Ish who is ordered to prepare a permanent end to the most prized human relic, the sword of Richard Wagner. The Ring of the Nibelungen. Earth's survivors have acquired special status by developing a technology allowing them to search their memory for scraps of human culture. These descendants of mankind have negotiated freedom at the price of their art which has become more valuable than any form of energy or precious metal.



Ish's abilities include being able to take control of four different characters in the game. These characters include Alberich, the dwarf tyrant who wants to seize back control of his kingdom and who must steal the magic gold from the Rhine maidens to do so. Loge, the fire spirit who has been enslaved by Wotan. Loge must save his world of Nibelheim (The Rock of Gods) and enter Alberich's world and steal the Ring from him. Sigmund, a half-man half-wolf lives in the Luthien red forest and must find traces of his past and save his sister. Lastly, Brunahilde - the proud Valkyrie - is keeping the wrath of her father and she must fight a terrible monster in the Nodropolis.

The adventure begins when Ish is brought to Asteroid for a 2. The last vestige of Earth which has been transformed into a galactic theatre from here Ish discovers the worlds

of the Ring and incarnates its principal characters. He is drawn into an intergalactic plot far beyond his comprehension that will make him either a god or the savior of humanity.

I found the game an unusual adventure and a little tedious. Having a choice of four characters like games like Hear no Evil or Darkness and even personally joining the games who you are obliged to look at static scenes to try and solve the puzzles. There is a lot of animation between scenes but you have no control over your character at these times.

Your character's control is managed by mouse over the landscape. After telling him to move from one location to another to pick up an object or to interact

with an object. The game is very tedious for experimentation and exploration of what you might be looking at. A short, badly designed game that will have you wanting to quit it.



Superb graphical animations

Ring is an ambitious attempt at putting the legend of the Nibelungen into the form of a game. Unfortunately poor documentation and lack of interaction with characters make for a boring game. It is a fairly tedious adventure for the average adventure gamer and fans of Ring will find it disappointing.

www.cryo-interactive.com

OVERALL RATING

78

None

Excellent Story

4-Stylings Graphics

3 Sound Effects

Poor Documentation

Boring Gameplay

Adventure	
Min Required	Recommended
Pentium 133 Mhz 16 MB RAM 4 X CDROM 2 MB SVGA Video Card 250 Mb Hard Drive Space Windows Comp. Sound Win 95/98	Pentium 166 MMX 32 MB RAM 8 X CDROM 4 PCI Video Card 250 Mb Hard Drive Space Windows Comp. Sound Win 95/98
Developer: Arxel Tribe	
Publisher: Cryo Interactive	
Supplier: Multimedia Warehouse Tel: 1011 315-1000	
RRP: R 309.00	
International Web Site www.cryo-interactive.com	

having to use a walkthrough under a map.

Graphics and scenery are superb and were designed by hand. The internationally renowned illustration artists such as the School of El Greco. The animations are convincing but it's not enough to say the game brings comedy. Music is good if you enjoy Wagner's Ring of the Nibelungen. It is composed by one of the greatest conductors of all time, Sigmund Schmitt. The sound is brilliant. The game uses the same from the opera throughout, albeit somewhat mixed to suit each of the scenes.

The music is more than a little tedious and it provides no insight into the story behind the game. A last functional note regarding considering that the game is based on such a rich heritage. A more substantial background would spend at the odds and Wagner's adaptation of the myth to opera would have made a big difference to enjoying the game. As it stands Ring is a dirty school adventure game that will annoy serious gamers but will have some appeal amongst the said adventure fanatics.

Paul Jr



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CAESAR III

here is something about the Roman era of history that gives us 20th century gamers an awe inspiring thrill as we remember those history lessons and youth classes "recreating the might of Rome". So as always since the first Caesar I had been the first to light off the Black Bunch of the office to be the first in the line for Caesar's throne. It has been a few years since the award winning Caesar 2 had taken over my then enormous 400MB hard drive. Many a long night and a few sneaky days were consumed by the quest for a larger, better and indestructible Rome. Now all that is upon me again.

Caesar 3 follows on the trail of its predecessor the isometric top-down view historical strategy game. The main objective being the quest to "build a better Rome" and going about this is similar to studying for your Oxbridge in Physics. Let me not scare you off, it only means that certain procedures must be followed in order to progress on the right path to success, see physics is not so tough (right spark, Ed).

Caesar 3 has two main starting blocks, these being the Career Game or the City Construction Kit. The City Construction Kit is a personal objective of the player to build the ultimate city of the Empire without any interference from Caesar (for those who dislike being put under pressure). The obvious choice of the two for the objective oriented gamer is Career Mode which pits

Mans endeavour to rule the world single handily has come against certain pressures over the last decade as the competition grows for supremacy. This natural instinct has always been in all of us, therefore the aptly named 'GOD' games based on world building and domination will always be sought after titles. Caesar 3, the next in Sierra's well known historical strategy series comes at a time where gamers have been starved for the birthright to global domination. Hail Governor, your city awaits.

Storm

you against the needs of the current Caesar and the will of his enemies. Starting at the bottom of the food chain you must at some point overcome the challenges set by Caesar in order to be promoted to higher status. Once you have successfully completed stage 2 you are then given the option of changing the path to either a peaceful or dangerous scenario. This adds to the choices previously unseen in its predecessor by places the career path in the gamers hands.

Caesar 3 has not exactly changed much since its last escapade. There are some major advances in the graphics, some of the best to be seen in this genre. All in all C3 is very similar in look and feel to C2 but this is not detrimental to the game at all as it found it to work extremely well with the gameplay, and as they say "if it's not broke, don't fix it". Think with future releases of the series Sierra should at least offer changes to the resolution settings for gamers with the machines to take advantage of the eye candy highs.

Once you have perused through the manual or rather emphatically studied it because it is your saving grace as you will find out in the early levels, you will begin your quest to overcome the harsh economic times and pressures to build a city to meet with Caesar's approval. The manual is very basic but one of the most informative I have seen for quite a while. Every detail is covered with tables explaining the unexplained destructibility that will most certainly irritate you in the beginning. As with all



similar games you are to plan and plan again because changing certain structures and rearranging your 'Plebs' will have massive effects on your ratings.

Success revolves around the economy of your city, being able to manage it and grow your finances and industry is key to reaching objectives. Caesar 3 is one of the best examples of balancing the fine art of game play and managing industries. Every character has a purpose in C3, right down to the Granary Boy. If you have a flourishing city it is probably because you have a

Strategy

Min Required	Recommended
Pentium 90 MHz 4 MB RAM 4 X CDROM 16-bit SVGA Video Card 150 Mb Hard Drive Space DX3 Compatible Sound Win 95/98 Linux 2.1	Pentium 166 MHz 16 MB RAM 8 X CDROM 16-bit SVGA Video Card 150 Mb Hard Drive Space DX3 Compatible Sound Win 95/98 Linux 2.1

Developer: Impressions
Publisher: Sierra Studios
Supplier: Datatec Crew
Tel: (011) 233-1111
RRP: R 299.00

International Web Site
www.sierra.com
International Demo Download
www.avault.com (23.9 Mb)

Caesar 3



This is the boasting screenshot of a city that actually grew

wide coverage of all the major needs of your citizens. I found the way that C3 graphically represented every character and the way that they influenced certain areas (e.g. a Market Seller with Furniture will upgrade housing facilities) as they walked past is a reflection on the interactivity of C3. Even though there are certain bugs that irritate, especially the Market Lady bug

there is a patch available to correct a few problems, though they are all minor. You were left wondering what you had to do before a key worker would influence an area, you would examine and study ways to get around the problem. This makes C3 an addictive substance not known in the pharmaceutical industry, sure. Never have I played a game that will make me better my current situation than C3. No matter what you try there is always something more that can be done (especially in the entertainment area).

Another change to C3 is the advent of real-time combat on one screen, meaning no changing between Provincial to City Modes. You have the option of barricading yourself into a fortress of walls and garisons, all with the intention of protecting yourself. As you progress down the missions you are attacked at varying degrees of strength depending on your choice of

peaceful (you still get attacked all times but only with smaller brigades) and dangerous provinces. Take my advice and make the necessary arrangements to finance your army and protective walls because a small troop of ten enemies can destroy a wealthy city in a little under ten minutes. All this without losing a single unit to your so called police until the Prefect yes, this was very annoying.

but learning this way put me in good stead for the future missions. If otherwise it would have been too simple to overcome your adversaries and detrimental to the gameplay.

This brings me to the actual combat interface which to put it mildly needs a serious rethink. Even though we cannot compare a game of this nature to the real-time kings such as Starcraft and Total Annihilation, a certain amount of knowledge can be gained by interpreting the key adaptive features of the game and interpreting them as a game such as Caesar 3. The interface does not take the time and says a big "AAAAA" right into the combat. Never have I seen a game that does the job without taking too much away from C3 and its overall performance.

Caesar 3 is played in a serene environment created by background music of the Caesar era, accompanied by attractive voice overs that are though not wonderful to listen to, definitely immersive in their method. Being able to interact with each and every member of the cast that make up the city was to be the best-added feature of C3. Even though the conversation is purely one sided, you are able to pick up the true feelings of your city and the

progress (if any) you are making. This interactive feature is basically there to help you adjudicate on what the people might need and how you favour with them.

After much praise it seems that Caesar 3 would be destined for greatness. No there are some omissions that may be the make or break of C3 multiplayer, it's missing. Or rather should I say, not deemed necessary. With any game nowadays multiplayer environments add new dimensions of gameplay to the product. Somewhere Sierra has this sordid apparition that multiplayer would be bad or detrimental to the game. Nothing could be further from the truth and as any avid gamer would tell you it's key to the success of any title and would certainly have given C3 a score to be proud of. "Listen Sierra and David Lester next time this will not be tolerated", I just had to get my chip in.

Another oversight is the lack of a random map generator, leaving Caesar 3 pretty bland in the way of expandability but Sierra have made up for that by releasing a downloadable Assignment Editor that allows you to create new goals (will be on next month's NAG CoverCD). A special mention must be made of the interface, which can be shrunk to open up more of the screen and still allowing use of the interface without affecting playability. It's informative and easy to use at the best of times and combines with the efficiency of the game exceptionally well.

Caesar 3 is a game that will not really be involved in your memory because of its outstanding anything, but it will be remembered for its frustration, temperamental characters, annoying objectives and hard enemies. All these combine to make one of the best strategic games of the year. Why you ask? Because without those memorable traits Caesar would have no game play and with that Caesar smashes buckets loads. This is a game that has been looking for a few months with the abundance of first persons out there. Caesar 3 makes a welcome change and a good one at that. If you enjoy GOD games get it. If not, get it anyway.

Storm

Caesar 3 brings the ever popular GOD games to life. Enhanced graphics and added interactivity shoots Caesar 3 to top of its genre. The lack of multiplayer is an unfortunate omission but the downloadable assignment editor compensates for this oversight. A thoroughly entertaining game to occupy your time.

83 75 80 85 90 83

www.sierra.com

None Settlers: The City of Mania & Merchants
+ Immersive World + Entertaining Challenges + Combat Intuition
+ Repetitive Gameplay + No Multiplayer

OVERALL RATING

83

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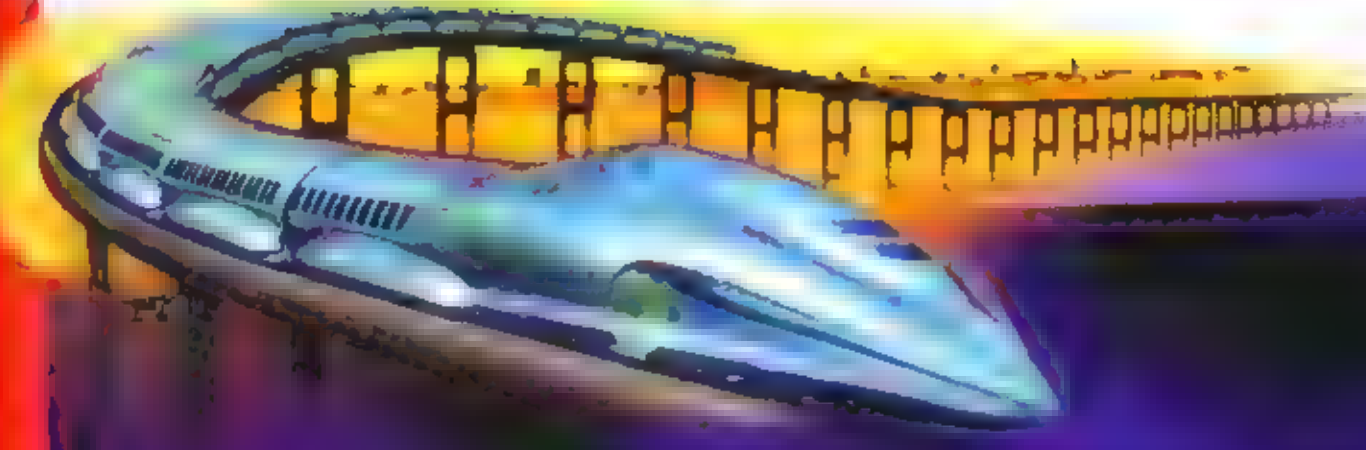
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CYBERSTORM COMPUTERS

SHOGO 昇岡

mobile armor division

First Person Shooter

Min Required Recommended

Min Required
 Pentium 100MHz
 32 MB RAM
 4 X CDROM
 33.6 Kbps Modem
 150 MB Hard Drive
 DirectX Compatible Sound
 Win 95/98/NT/ME/2K

Recommended
 Pentium 133 MHz
 64 MB RAM
 4 X CDROM
 DirectX Compatible Sound
 500 MB Hard Drive
 3D Accelerator (3Dfx Voodoo)
 Win 95/98/NT/ME/2K

Developer: Monolith Prod

Publisher: Monolith Prod

Supplier: Red Lion Interactive
Tel: (021) 58-5434
RRP: R 259.00

International Web Site
www.shogo-mad.com
Local Demo Download
www.gamesdomain.co.za (42 Mb)

The story in Shogo forms an integral part of the enjoyability of playing Shogo and the whole game is portrayed using Anime (Japanese Animation) inspired characters and locations. This might not be to everyone's taste, but for those of us who enjoy it, it can only say that it is about time that someone taps into the potential that Anime could offer to enrich the gaming world.

You play the part of Sanjuro Makabe, a Mobile Combat Armor (MCA) pilot and Commander in the JCA Stratus Forces. Their mission is to find the rebel leader Gabriel and eliminate his soul from the line of the living. Unfortunately he keeps evading JCA forces, and recently three of your close friends went missing during an attack on a suspected hideaway of Gabriel. One of the missing is Admiral Akkajura's daughter Kira, who was your girlfriend at the time.

Unfortunately you are held personally accountable for her disappearance and he is currently making your life a living hell because of it. On the up side his younger daughter Kathryn is now your main squeeze and supporting you through this difficult time. She is also

the communications expert for the JCA and will keep in contact with you during missions, basically giving Sanjuro instructions and updating him on the current battlefield situation.

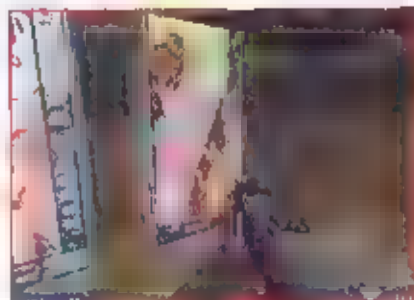
The story is unique in the fact that it

includes romance in the game, which is something other developers choose to leave alone. This issue is handled tastefully and nowhere does it become overbearing or interfere with the overall gameplay. This is important since it could drastically impact Shogo's sales figures and is a reason why some developers have even tried to implement romance into a First Person Shooter. Personally I found that this makes the game more interesting and it actually feels as if your character has a life outside of killing the bad guys, giving the overall story more substance and realism.

Monolith implements a few elements for Shogo's gameplay that has never been seen before.

Most notably are the two modes of play found in Shogo. Firstly you get to play in a MCA, giving you the feeling of playing MechWarrior, only without all the extra hassle of monitoring a large variety of sensors.

MCA's are huge robots encasing the occupant in a deadly 30 foot tall killing machine. Each of these



advanced speed at the cost of not being able to fire a weapon, and the phenomenal speed it can move the compromise is well worth the price. MCA are of course only used on levels where there is a lot of open space such as large cities and desert levels. To make it challenging

all of the enemies operates similar MCA's to your own in these vast areas, although the odd foot trooper can be seen firing at you with a rocket launcher.

The second mode simulates the traditional gameplay of FPS where your character is on foot with nothing but his wits and a weapon for protection. This mode is used when Sanjuro has to enter more confined spaces such as buildings. On these levels I was quite surprised to die from one shot.

This is due to the fact that Shogo simulates a more realistic environment where just one shot can cause you to die. This forces you to play at a much slower pace and I found myself looking around corners just to see if there are enemies and then ducking back.



Monolith was until recently an obscure company, not many people knew of their existence and even fewer knew that they have been developing a 3D engine over the last few years. Now all of a sudden they put themselves on the map with a 3D First Person Shooter that has taken the market by storm named Shogo: Mobile Armor Division. The game has been overshadowed by the likes of Sin, Half-Life and other FPS that were still in production. There was no real hype, large amounts of dedicated web sites or astronomical marketing campaigns to create a huge following before its release. Now two months after its release the game has sold over 100,000 copies worldwide and you have to ask the question - 'Just what makes Shogo Mobile Armor Division so special?' - **Soul Assassin**

SHOGO

Mobile Armor Division (cont.)



The LithTech Engine shows it worth and does in so its competitors



Bright colours and dynamic lighting make for some spectacular venues

to formulate a plan of attack, I enjoyed this realism more than the usual run in and shoot everything, although the option is there to do it. You will just find yourself very low on health or dead very soon.

The two modes are also represented in multiplayer and each requires a different style of play expanding the multiplayer experience. Multiplayer games are fast and furious and Shogo will definitely feature on my multiplayer sessions from now on.

Another feature that is appreciated is the different weapons available in each mode. Altogether there is a total of 18 unique weapons to rip the bad guys to shreds with. The MCA weapons tend to do major damage - almost taking out half city blocks with some - and have a futuristic and artillery look and feel. MCA weapons give meaning to their power. The foot weapons on the other hand tend to have the traditional projectile-based look and feel and feature weapons such as the Pistol, Shotgun and Machine Gun.

Shogo is the first game to use the LithTech engine that has been developed by Monolith and is part by Microsoft. The engine is optimised for usage with DirectX and showcases exactly what is possible with today's technology. LithTech

offers exceptionally high quality scenes while at the same time maintaining a framerate which is most important to FPS gamers. Shogo runs as smooth as a baby's butt with a DirectX 3D compatible accelerator card with all the eye candy turned on. At times I wondered how they could maintain a playable framerate with all the simultaneous effects represented on screen during huge battles. Nothing has been compromised in the engine and Shogo has all the advanced features of other FPS games such as realistic smoke trails, fog, dynamic lighting and a spectacular portal sky that portrays a convincing alien sky. Monolith has even put up a dedicated site just to cover the LithTech engine and all you techno geeks out there can see more detailed information at <http://www.lithtech.com>. Monolith has even given support as far as developing mods for Shogo goes and will make editors and code available to prospective mod makers and map designers. The future of the LithTech engine certainly looks bright.

There is however one problem that I noticed in the engine and that comes in the way of clipping. MCA's standing next to each other and overlapping is something that I didn't find convincing. Initially there were

some AI problems with enemies standing still or getting stuck, but after updating to the new Shogo v2.0 patch everything worked fine.

As with all the other FPS games hitting the shelves now, Shogo uses speech as its primary communication tool and I think gamers appreciate this much requested feature. The game also features 3D ambient sound for locating enemies, which has now become a standard in FPS. Sound is just as important as the visuals and tool that can be used as a competitive edge in multiplayer gaming.

Overall from a personal viewpoint Shogo is the best FPS that I have played to date. It offers new ideas and concepts to the FPS and implements them well. Fast and furious gameplay and a story that is engaging draws the player into the world of Sanjuro and his companions. Shogo will also introduce many for the first time to Anime and don't be surprised if you become a fan. Definitely a game to consider for yourself during the Christmas period in one sentence - 'A game for the mature gamer.'

Shogo - MAD, Monolith's first game based on the LithTech engine, immerses you into a world inspired by Anime. The new concepts introduced such as two modes of play and the excellent graphical only help enhance the experience further. A contender for FPS of the year.

TECH PRIZES
 PC/SPEX LVL
 Modem 33.6Kb

Quality
 90

Sound
 90

Graphics
 90

Gameplay
 90

Value
 90

Overall
 90

www.shogo-mad.com

+ Immersive Story
 + Fast Furious Gameplay
 + Two Different Modes Of Play

REVIEWS UNDER FIRE

Ever wonder what it would be like to be on a nationally televised game show? You did! Well Berkeley Systems felt the same way and just had to bring the experience to people everywhere with popular game "You Don't Know Jack!". **Soul Assassin**

YDK came as a refreshing change from the usual skim and ponder type games which require too much concentration and give you and two other partners the opportunity to have a go at each other with the wackiest game show host this side of the galaxy. The closest comparison I can make is to compare it to Trivial Pursuit.

Each player has an assigned buzzer on his keyboard and each tries to buzz in first when they know the answer to a question. The objective is of course money and the person with the most at the end of the game wins. Simply put - hit the buzzer answer the question get the cash. I only wish that they would have incorporated a way to change the currency used in YDK. All the prizes are reflected in British pounds and it would have been a nice touch if we could have changed the £ to R.

There is of course a way to screw your opponents as well as to be screwed. Every one receives one screw at the beginning of every round which the player has to lose to someone else to answer a question. Usually when doing this the 'screwed' contestant loses money. If he answers wrong, but should he/she answer right not only will they get the money for the correct answer but the person that screwed them will lose a likewise amount. This truly has to be the most fun part of the game - watching someone's expression when you get screwed and answer correctly.

There are many different categories available to pick and choose from and with ones like 'Pencil Pushin', 'Pop Impressionists' and 'Sex Mysteries Of The Said Detective' the choice can be a difficult at times. These categories are more a hint as to what the question will pertain to rather than general categories such as sports or science.

Yes, you guessed it. There are even different types of questions. The only problem is you can't tell beforehand which type of question you will get and only find out once the question appears on screen. This makes it a little tricky to choose a question in which your knowledge lies, and most of the questions will make even Einstein cringe at first glance. The trick is to

think logically since most of the questions are trick questions. As with any game here is a limit on the amount of questions. Thus far I have played well over 50 games and have only noticed one or two repetitions. Once you become a rocket scientist there are always expansions available with extra questions and later games.

The feature that makes YDK the most fun to play would be the show host, Jake Cake. He constantly comes up with most hilarious savings and also verbally abuses all of the contestants. The CD contains 20 hours of non-repetitive verbal abuse and sometimes you wish you could get your hands on Jake Cake just to throttle him a little when star's making remarks like "Do you want to be Jaws?" or "Must have taken a lot from you to let me screw you with these words. You don't know jack!" and this is when you are winning.

The style that is used for presenting the YDK interface and graphics have a TV feel to it. There are no faded screens, scenic backdrops or any of the special effects you find in

Quiz Show

Min Required	Recommended
486 DX33 8 MB RAM 2 X CDROM 640x480 256 cl Display 22 Mq Hard Drive Space Windows Comp. Sound Win 95/98	Pentium 16 MB RAM 4 X CDROM 2 Mq SVGA Display 22 Mq Hard Drive Space Windows Comp. Sound Win 95/98

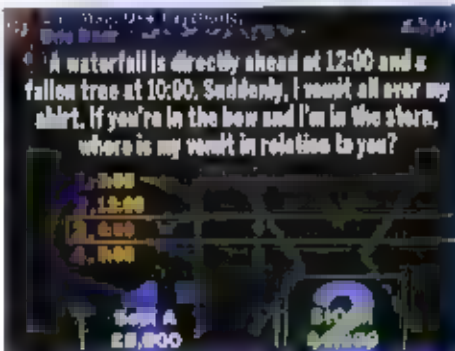
Developer: Jellyvision

Publisher: Take 2 Interactive

Supplier: Multimedia Warehouse
Tel: (011) 315-1000

RRP: R 329.00

International Web Site
www.bmbinteractive.com



games these days. With no text and some plain 2D effects blended with high colours, Berkeley Systems has created a product that pleasing to the eye and easy to understand. To simulate a TV presentation style this wall-to-wall is needed and hope they keep it that strict in any sequels. Another benefit of the graphical usage is the low system requirements. With a minimum spec of a 486, 33 and Windows 3.1, almost everyone in South Africa can play the game.

YDK is simply one of the best games I have played so far this. Its fun to play alone and even better when played with others. The graphics lives up to the TV style presentation and the music combined with the verbal adventures of Jake Cake make it a must buy for anyone that ever wanted to be on a pop quiz show.

Soul Assassin

You Don't Know Jack
An interactive quiz game that comes for everybody in a family. Challenging questions make it fun to play in single player and in every level when others join in. There are however only so many questions included although upgrades are available for more questions.

• Easy & Educational / All Ages Recommended
• Excellent Sound
• Challenging Multiple Choice

OVERALL RATING

87 93 80 NA 90 88

www.berkeleysystems.com

1 None

NEW AGE GAMING

DECEMBER 98

ISSUE 7

Saitek GAMES CONTROL SYSTEMS

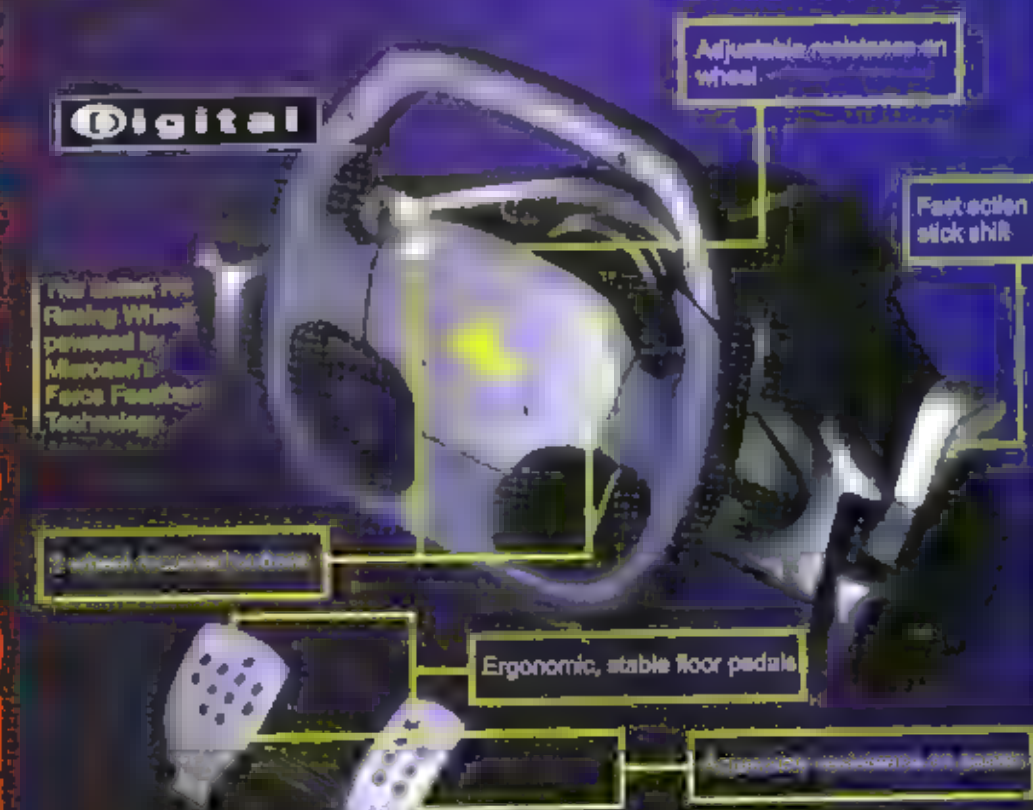
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REVIEWS UNDER FIRE

Something's rotten in the land of the dead and Manny Calavera, skeletal travel agent extraordinaire at DOD (Department of Death) uncovers a sinister and evil plot to cheat newly dead souls out of their trip to heaven. Grim Fandango is a wonderful light-hearted adventure that takes place in the Land of the Dead. This might sound like a contradiction in terms what with dead souls and the grim reaper wandering about but the game is innovative and funny without being corny.

raz(r)

Jim Schaer of Day of the Enticement fame is the creative genius behind Grim Fandango who along with



LucasArts has ventured into the 3D adventure game format. Adventure games are not as popular as they were in the days of Leisure Suit Larry and Space Quest. Today many adventure games are boringly similar (shown together with static graphics and fully full motion video). But LucasArts is one of the few software companies who are quickly turning out winning games in a richly developed world, filled with a really strange and unique characters all of which help to make a story that is entertaining and original. Previous titles from LucasArts include Monkey Island, Day of the Tentacle, Sam and Max in the Rubble and Full Throttle, all of which have become classics in the adventure game genre. These games were all very well with an excellent story line and were obviously old but still very relevant. Grim Fandango is better in all respects and is certain to keep you up till the early hours.

The Land of the Dead is not a new adventure game but an existing folk tale where every one goes to when they die. When a newly dead soul arrives in this mysterious land it is the beginning of a four-year journey to their final resting place. Their journey can, however, be shortened if they are good while alive. A good soul might be able to afford a cut deal or possibly if they were really saintly a train instead of having to walk through the land of the dead to get to heaven. This is where your character Manny Calavera, comes in.

You are a travel agent in the employ of Death trying to work off some past crimes from your time in the land of the living. Your job is to collect newly dead souls from the land of the living, then interview them and establish how good they were while alive and sell them the relevant travel package. Like any salesman Manny gets commission for each sale, the better the package the better the commission and the sooner Manny will be rehauled and off to heaven himself. Manny is

GRIM FANDANGO

puter systems shows no credit available meaning she'll have to walk to heaven. You discover that someone is stealing tickets from the agency and is making huge

profits. Unfortunately Manny gets accused of stealing the tickets and is fired which is where you meet some interesting characters and head off into the Land of the Dead to search for the young woman who you believe is going to be your salvation.

The game's graphics are a superb mix of realism and cartoon. The characters are all very well drawn and the game plays very well. The game supports 3D cards but it's not really necessary and the game plays fine without you. To have a good or better 3D card you

Min Required Recommended

Minimum Pentium 486 MMX 22 MB RAM 4 X CD-ROM 2MB PC Graphics Card 16bit compatible sound VGA 640 X 480 16bit	Recommended Pentium 100 MMX 32 MB RAM 8 X CD-ROM 2MB PC Graphics Card 32bit compatible sound VGA 640 X 480 16bit
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LucasArts

LucasArts

Multimedia Warehouse
Tel: (011) 315-1000
R 299.00

www.lucasarts.com

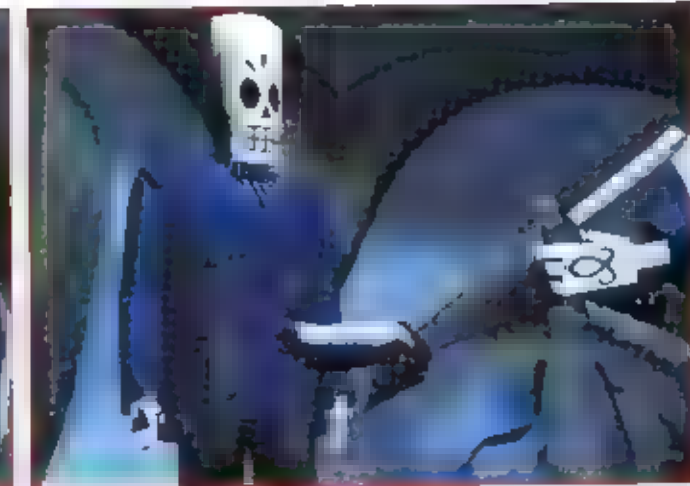
www.gamesdomain.is.co.za (31 Mg)



Grim Fandango



Look into my deep black eyes are we bonding or what?



Now now it's not good to get all excited in your state

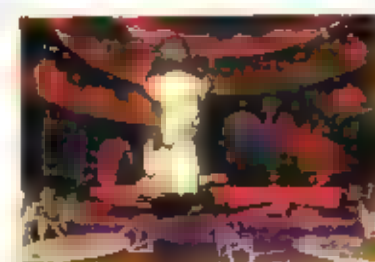
will see an improvement with sharper images and brighter world. The game can't be compared to Myst et al. and there is no unnecessary eye candy but there is a great deal of attention to detail.

Grim Fandango is only partly 3D when compared to games like Myst. The backgrounds are static pre-rendered images while the characters and objects are rendered in real time. Grim Fandango does not have the best 3D graphics so the hardware requirements are higher than most adventure games but it certainly adds to the overall quality of the game. The character animations are fluid and the game plays well.

Controls are good but you will notice that there is no mouse option only keyboard. I played it for a while but after playing for a while I can see the advantage of having a mouse. I can see the advantage of having a mouse. I can see the advantage of having a mouse.

hotspots near you so you don't need to move your cursor over every object in the room before you work out what can be used or picked up. After using it for a while I

was surprised that you don't miss the mouse. If while you are walking through a room Manny turns his head to look at an object so just press the left or the center button to use it. The inventory is a little clumsy however as the available items do not appear in a menu but Manny takes them out of his pocket so you need to see what he is holding. This is difficult in some screens where the view is



frustratingly out of focus.

Various points the game might suddenly skip a couple of scenes and you will find yourself amongst people you are not familiar with. Rather than telling you who they all are the

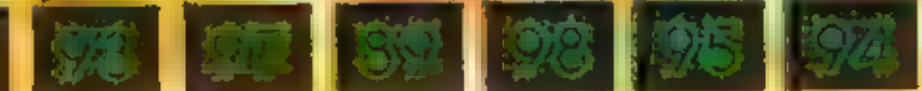
game cleverly adjusts the dialogue so that it will become clear as you talk to the new characters.

Grim Fandango is a unique game and a great deal of attention has been spent on the dialogue and story line. It is also very much a dark comedy and so might not appeal to all

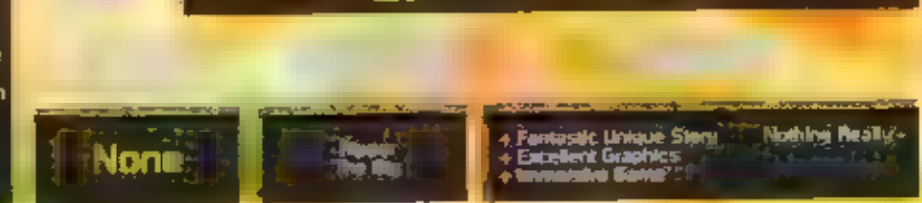
gamers. Voice actors are brilliant and have real character, especially the voice of Manny, the demon driver who sounds as though he smokes fifty Havana cigars a day. The soundtrack is well thought out and varies throughout, adding to the suspense and mood of the game.

Grim Fandango is certainly the best adventure game I've played. I think that the new look 3D game has not only made the difference but I would certainly like to see an adventure game as a complete 3D experience. I would have hoped that some enterprising software development team was looking at this as a possibility. If you enjoy adventure games you will probably already have bought it but if you are not I urge you to give this one a try. I guarantee you will not be disappointed.

Grim Fandango has to be the best all round adventure game in 1998 so far. An unique story, witty characters and excellent 3D adventure engine makes for a truly enjoyable adventure game. Based on elements of Mexican and Aztec culture, Grim Fandango offers a look at the land of the dead.



www.lucasarts.com



OVERALL RATING



REVIEWS UNDER FIRE

After spending weekends playing Age of Empires for the past year, my eyes burning like coals as I passed through the wee hours of the morning, unable to drag myself away from the PC. I began to wonder why Microsoft had neglected to include the Romans from the outset.

But the software company with a marketing team made of gold has realised its shortcoming and finally delivered the opportunity to be Caesar of the Propeller Heads.

On installation all I could see was the green wealth crowning my golden locks of hair. The scent of victory filled my nostrils and if it weren't for my housemate intervening at a most opportune moment, I would have suffered a complete epilepsy breakdown as the opening video scene rolled to conclusion.

Microsoft had delivered here it seemed.

And the company didn't fail to gain my approval when it came to game-play. Those of you familiar with the original Age of Empires will appreciate the new technologies with which to kick some early ages some-one butt. Improved weapons and machines of war being high



on the list of carnage priorities.

Four additional civilisations allow the player to engage in huge battles of historical conquest: Carthage, Palmyra, Macedonia, or Rome.

There's a new challenge in this game: additional units, buildings, scenarios and a campaign that have to give this game a new lease on life.

The new units are the Camel Rider, Fire Galley, Scythe Chariot and Slinger, and to a certain

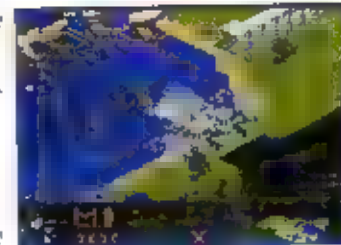
extent they changed the way I drew up battle plans.

Additional units mean additional ways in which to attack your opponent and although Artificial Intelligence

(AI) usually has a set routine when it comes to head-to-head matches, LAN play is where these units really come into play.

Here you're limited by the imagination of your opponent and the additional units serve to increase the scope of that imagination yet further.

Playing other strategy buffs on a LAN has got to be the ultimate strategy gaming experience. This is where Rise of Rome



adds value as far as I'm concerned. The more units you have at your disposal to dispatch of any friends daft enough to enter your PC gaming abode, the better. Tactics and strategy can be altered a whole lot more with additional units.

Building towers in Rise of Rome with a wall behind them doesn't mean you're safe for the while, and row upon row of ballista's with a couple of catapult's thrown in for good measure doesn't mean rumbling over your opponents base.

Microsoft reckon Rise of Rome will retail at around R249 (this December depending on the exchange rate and its roller coaster ride through the Reserve Bank coffers, and I would have to say it's worth it. Ultimately that's the way. Judge the game as it won't my hard-earned pennies. Microsoft managed to get in there this time around, although I still feel slightly cheated at having to pay extra for the bloody Romans.

R 199.00 (RRP)
Datatec Crew
(011) 233-1111
Microsoft
www.microsoft.com



Brian Holmes

When George Lucas began work on Star Wars I wonder whether he had any inkling of the impact the movie would have on the generations that followed. When the movie was first screened in South Africa I was just fourteen and I recall sitting on Wynberg railway station, on my way home from boarding school, when I saw the poster of Luke Skywalker holding the lightsaber above his head. That poster is now a classic part of the movie's history and I was interested to see a somewhat modified version of it reappear a couple of years ago when the digitally enhanced version of the original movie was released.

The image conjured up such images for me that I drove my family mad in the weeks that followed before I managed to get to see the film at a matinee. After that I drove my family mad as I relived the movie and waited for the next one. Since then I have probably seen Star Wars about eight or nine times and I am still waiting with bated breath for the next movie in the series. The Star Wars epk has certainly influenced me as it has millions of others worldwide.

Not many people realise that the first three movies that we saw, were in fact episodes four, five and six in the Star Wars



saga. The good news is that George Lucas is soon to release episode one detailing the history of how the young and powerful Jedi Knight

Darth Vader was persuaded to join the Dark Side. Well, for those of you that can't wait, Lucas Arts have recently released a reference work on two CDs that exceeds any-



from each of the movies plus some preview material from the upcoming new episode.

The program's interface is very well designed and includes a hierarchical map to help you identify the relationships between characters in the movie. For example if you select Han Solo the map will show you all the other characters that are connected to him in some way, such as Luke and Princess Leia. There is also a conventional menu system and keys to help you navigate.

If you are interested in Star Wars, and don't mean fanatical, then this product still has value as a collectable and a reference in years to come. It will be fun to be able to look back and be able

to appreciate the scale of what George Lucas has managed to create. In short if you enjoyed the movie, get it. May the force be with you.

R 199.00 (RRP)
Multimedia Warehouse
(011) 315-1000
LucasArts
www.starwars.com



randy



thing that has been done before in print and includes an incredibly detailed history on everything you could wish to know about the movie.

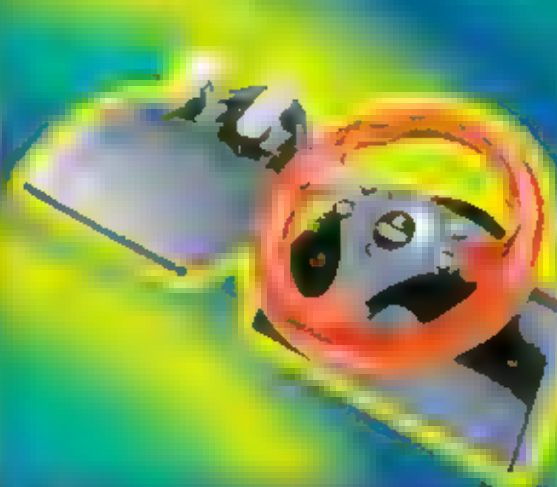
There is a list and biography on nearly every character in the three movies. There is also tons of information on the various planets and ships. There is also a trivia quiz which I am embarrassed to

say I am currently doing very badly in (well do you know the number of the docking bay the Millennium Falcon was taken to when it was captured by the Death Star in the first movie?). There are movie clips

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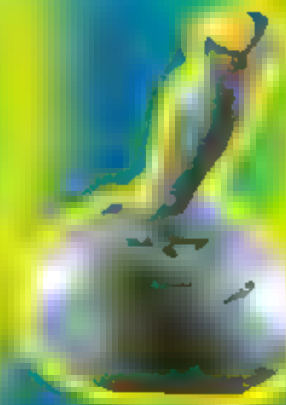
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- 6 buttons plus 3 for settings
- 2 triggers
- Digital technology



Thunderpad Digital

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- Precise lightning-quick play
- Digital technology
- Dual mode for second player



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JHB (011) 233 1111 - Cape Town (021) 418 4240 - Durban (031) 579 1974 - PE (041) 513 515

REVIEWS UNDER FIRE

Unreal meets Star Trek in this latest first person shooter from MicroProse. Is it any good? Well yes if you refer to your PC as Hercules but no if your machine behaves like Achilles in a tight spot. If your Klingon is bit rusty and you're confronted by an angry Klingon in a space port, the worst thing you can do is start talking louder and waving your arms about. The recommended course of action when facing this situation, as outlined in the Galaxy Travellers Handbook, is to run away. **RedTide**

Heghlu'Dil nobbeH'chugh Ga'Qut Hegh'wagh
Death is all important here Klingon proverb

small empty room weapon fire sounds lively and hollow and when outside most of the noise is dispersed in the wide open area. Sights and sounds all make for an

Come in piece, you go in pieces
The history of the Klingon race much like the human race, is forged in steel and soaked in blood. In the past bloody conflicts and oppressive rulers were the order of the day and to get ahead back in those days you literally had to cut one off. The manual goes in to some detail about how the Klingon Honor Guard was formed but all you really need to know is that you shouldn't mess with one of its members. You play a promising warrior that has been chosen to join the Guard, but soon after your rigorous training begins, it will

KLINGON HONOR GUARD

and finally it wasn't you fighting skills and angry expression that made you a natural choice to carry out this important mission, but rather your limited knowledge and inexperience.



amazing experience and now MicroProse have taken this engine and wrapped some solid Star Trek around it. It is strictly a first person shooter and for the large part you can think of KHG as an

and Jedi Knight with a few takes on Duke Nukem. From Unreal it takes its look and look, from Jedi Knight it takes its open levels and compelling action adventure elements and from Duke it takes its smart alien remarks. All these elements work very well together and what you end up with is a very tough game that never takes itself too seriously.

One interesting point about KHG is that it has two hand-to-hand combat weapons

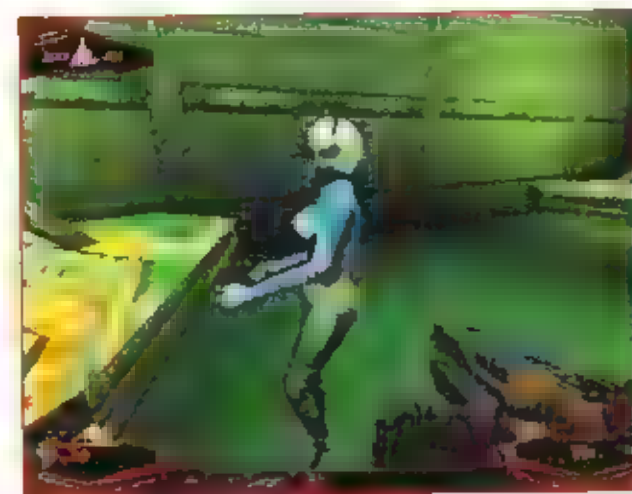
It's Unreal fun but not as we know it. Klingon Honor Guard is the first game to make use of the Unreal engine. The sensible thing to do these days is to buy the latest skeleton of a proprietary 3D engine and then add all the vital organs and flesh around it. This allows developers to focus on creative content rather than trying to shift polygons around faster. There is no point in going on about how good the graphics are, any one who has seen Unreal will know all about that. If you've never played Unreal before then just know that it has some of the best graphics to ever grace the 3D accelerated home computer. But graphics isn't all it has to brag about. The sound effects are also top notch, changing pitch and reverberation depending on your environment and location. For example in a



ugly head with an assassination attempt. Honour has been forsaken and there is a traitor in their midst. Nobody can be trusted. Seeing that you are a new recruit chances are that you haven't been tainted by corrupt elements within the Guard. So

Klingon Honor Guard

(cont.)



I wonder if those tentacles have a practical use?

In its arsenal. The D'K lahq is a traditional blade that every Klingon warrior carries and can also be thrown in secondary fire mode. Next up is the B'ut'lel, the sword of honour. A vicious weapon that has reach and weight and can also be thrown and is directed from amongst the bloody tentacles of your foes. While playing KHG you often find yourself using these weapons in many situations, this is an excellent sample of good play balancing. There are eight

other weapons in the game ranging from your standard Star Trek styled Klingon pistol rifle and disruptors. The standard rocket and grenade launchers make an appearance. All the weapons have a secondary firing mode that effectively brings the total number of firing modes up to twenty different types of attack. One other interesting weapon is the Klingon spinning disc that slices through flesh and rebounds off solid objects. The disc will



cameras and other items such as combat goggles allowing you to see in the dark and stealth suits for surprise attacks. Overall the weaponware remains out of the Star Trek universe.

Multi-Warrior

Level design is excellent throughout and all the different maps have a very distinctive Klingon feel to them. You find yourself battling the odds on space stations and even the Klingon home

world. Many of the missions involve doing things like travelling to prison planets to retrieve data and kill a specific person. The missions are varied and all offer a tough challenge. The enemy characters are mostly other humanoid beings, sentry guns and the odd beast in two. There is little inspiration in this department and you'll soon grow weary after seeing your two hundredth blue alien. The deathmatch game is very much the same as Unreal in that it never really plays as smooth as you'd like with occasional jerking interrupting the action. The deathmatch maps are decidedly average with a few of them coming straight from the actual game. Overall the experience isn't too bad but many of the problems that plagued Unreal are still evident.

Better than watching Star Trek?

It's hard to attach a score to this game for a number of reasons. Everything about it makes you want to love it and play it but the problem is that attaching a real engine there is a heavy price to pay for gorgeous graphics, fancy special effects, and an amazing sound effects and that price is quite high. As a very steep warning to anyone who might be wanting to purchase this game, only if you have some serious computing horsepower. If your system is lacking in any area then forget it. Klingon Honor Guard is downright irritating to play if you don't have a super fast system. You

should always start getting nervous when a game specifies its recommended system as having 128 MB RAM. Two review suffer in particular owing to this problem. One is the Mute area and the other is the space station. The developers have been perhaps a little too ambitious in their level design and even a relatively high-end system battles when rendering these huge areas. The other gripe is lack of variation with regards to the enemies. Too many humanoid types which all look similar a little dull given an entire universe of alien creatures to choose from. It's a tough game that is excellent to play if you have the hardware, this is definitely one of the better Star Trek licenses out there.



RedTide's artwork seems a little on the rough side (NAG shrine).

First Person Shooter

Min Required	Recommended
Pentium 266 MHz 32 MB RAM 4 X CDROM 2MB 3D-Now Video Card 250 Mb Hard Drive Space 100% Compatible Sound Win 95/98 Direct3D 31	Pentium II 266 MHz 64 MB RAM 4 X CDROM 100% Compatible Sound 250 Mb Hard Drive Space 3D Accelerator 32MB or Win 95/98 Direct3D 31

Developer: Microprose

Publisher: Microprose

Supplier: EA Africa
Tel: (011) 803-4212
RRP: R 299.00

International Web Site
www.microprose.com
International Demo Download
www.avault.com (31 Mb)

It's an awful blend of Unreal, Duke Nukem and Jedi Knight. The game somehow manages to take the best parts of all these games and makes up an intense and rewarding challenge which is only let down by difficult system requirements which negatively affects the playability. If you've got the hardware though...



www.microprose.com



OVERALL RATING

84

Unreal Engine
Everything You See & Hear
Tough Challenge

Unreal Engine
Cool Enemies
High System Req.

Combat Flight Simulator: Joint Air Force

Report



and are merely "high school seniors" inspired by
slogans strung together to form an anti-alcohol
movement. The historical campaigns are pretty ac-
crued and have much more to do with what
was going on in these various wars. A little de-
bunking is the ability to click on a link and
watch the "supper controlled" folks doing their
thing. There have thus been always do it



1. HALL AND FIBRE

The new television southern black intelligentsia are all three able and willing to be loyal to the new republic and ally it with the new southern black people, but the same are also completely alien to the new. At this moment it is the same or places that they hardly really understand and that they either ignore or see as a source of their own

Oh, no. I forgot my barbag in the change room. Uuurrgh.



It's a simulation of an air strike mission. It offers interesting features and futuristic concepts. It has limited single player replayability and is designed especially for the casual multiplayer. Graphics are not its strongest feature.

85

80

80

90

80

85

Overall Rating

80

Great value for money

Strong replayability

Excellent Multiplayer

Very beautiful

Various Personal Short Scoping Combinations

Excellent Harvey CD Limited by Life Span

Min Required	Recommended
Pentium 200 MMX	Pentium II 286 MHz +
3+ MB RAM	64 MB RAM
8 X CDROM	8 X Drive
4 MB VGA Graphics Card	3D Accelerator (3Dfx etc)
241 Mgb Hard Drive Space	6+5 Mgb Hard Drive Space
Windows Comp. Sound	Windows Comp. Sound
Win 95/98	Win 95/98

Publisher: Electronic Arts

International Web Site
WWW.JALPA-BA.COM

The following is a list of the names of the persons who have been appointed to the various committees of the Board of Directors of the City of New York, for the year 1901:

[illegible]

At the end of the graph, the graph shows that it is a fairly good approximation of the data in the world. It also shows a very interesting aspect of the data, which is that the data is very close to a straight line, which is a good sign for many people.

Figure 10.10

The image shows the Sierra Studios logo at the top, featuring the word "SIERRA" in a large, stylized font with a mountain peak integrated into the letter 'S', and "STUDIOS" in a smaller font below it. Below the logo is a screenshot from the game, showing a dark, atmospheric scene with a large, ancient-looking structure and a body of water.

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REVIEW UNDER FIRE

Perfection of execution is truly a rare quality that unfortunately far too many games never attain. But, every once in a while there is a gaming event that changes the course of all things to follow. **Spyro The Dragon** is an unassuming title that has taken this tenuous lead firmly in both claws and given it a mighty tug. - **RedTide**

Gamers live in interesting times and these days current PlayStation titles are really squeezing every ounce of electronic juice out of Sony's console. Just look back at older PlayStation titles and you'll quickly discover just how far things have moved along. Unlike the PC, there is no upgrading the console with better graphics accelerator cards or faster processors - what you see is what you get (kind of like in the days of the Commodore 64 and its fellow game platforms). Back then developers just seemed to make their games better and better with what limited resources they had. **Spyro The Dragon** is the definitive example of how to make do with what you've got, keep-



The jaws of death don't scare me.

Gnasty Gnorc, who resented the dragons for banishing him to the Dragon Junkyard, cast a deadly spell over all the worlds, using magic, Gnasty trapped all the drag-

3D Platform

Developer **Insomniac Games**

Publisher **Universal Studios**

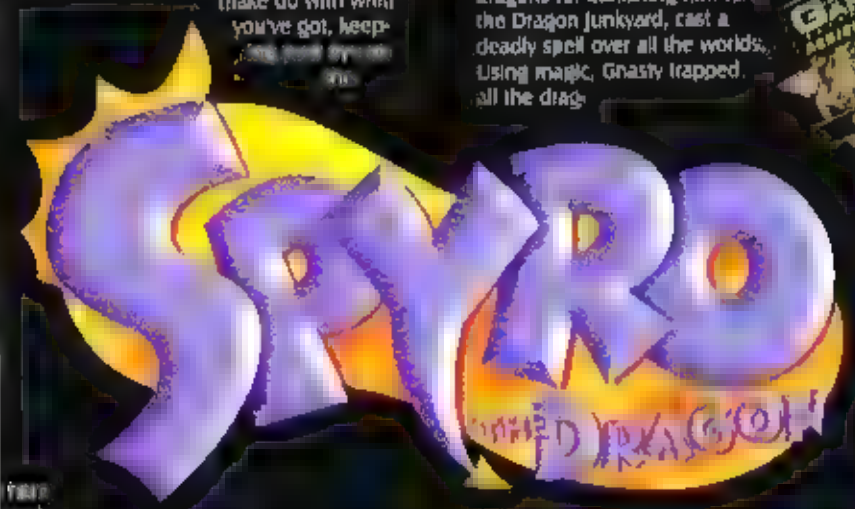
Supplier **Ster Kinekor Inter**
Tel: (011) 445-7900
RRP **R 399.00**

International Site
www.playstation-europe.com/spyro

At its heart **Spyro The Dragon** is a 3D platform action adventure game with a few minor puzzle elements. A central hub of sorts connects all of the levels for each world and you move from world to world via different means such as balloon rides and the like. The catch is that you must earn a certain number of points before you can move between worlds. Points are gained by collecting jewels found either lying around or earned after killing bad guys. This system is a smart move that not only keeps you hooked but also forces you to thoroughly explore each level to find additional 'hidden' jewels. While all of this is going on, you may also stumble across special levels that give the player a chance to take to the skies performing various tricks and collecting more goodies.

ons in crystal and created Gnorc soldiers out of the shattered remains of their precious jewels. **Spyro** was the only dragon who managed to escape being turned into a crystal statue because he was so small that the spell flew right over his head. **Spyro** now has to travel to all the six worlds and release his fellow dragons while collecting jewels and flaming bad guys. His only ally in this quest is his friend **Sparx** the dragonfly, who protects him from attacks and helps collect jewels.

and we all know there is nothing like seeing levels to up the replay stakes. The control is intuitive and if you've played anything even vaguely similar over the last six months then you should feel



fair and now and proving that the PlayStation still has many years of life in it.

Stickingly cute: You play a baby dragon called **Spyro**, hence the title. As always there is a cute story attached to give a sense of purpose to everything. On the surface the following material may very well be aimed at the younger generation, but hidden between the lines is a thin sliver of tongue-in-cheek that older players should bear in mind before passing judgement and dismissing this game as a trivial children's title.

Once upon a time five dragon families lived in blissful harmony on five different dragon worlds. Life for these dragons was an idyllic paradise with every need fulfilled and every whim satisfied until one day,

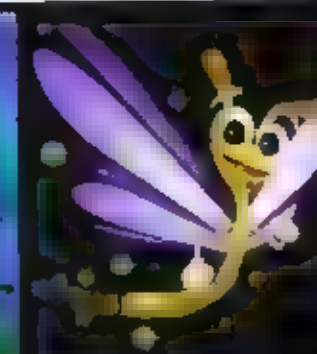
Spyro The Dragon

(cont)



Cute graphics does not show the true depth of the title.

right at home. The action is slow and easy to control. If you do then a quick button press is all you need to set things right again. You have two different methods to dispose of enemies, one is a fiery breath and the other is to run tougher fire-resistant bad guys with a high-speed horned charge. Overall the control is flawless and you will be gliding and fighting like a pro after a few goes. One noteworthy mention is your friend **Sparx**. By flaming innocent creatures like sheep and bunnies you turn them into butterflies which **Sparx** can eat for energy. **Sparx** plays two vital roles in the game, one is defence (protecting **Spyro** from some attack) and the other is to help collect gems for you. The jewel collecting helps tremendously and eliminates time-wasting back-



tracking to collect missed treasures.

Saturday morning cartoons.

Spyro is simply gorgeous to look at and amazing to play with. The sense of motion is liquid smooth and the entire game feels just right. The graphics really will

amaze you and a few short game-playing sequences wouldn't look out of place in a Disney cartoon. All the enemy animation is well put together and simple words on paper could never gel across just how well your little dragon looks. An interesting point of note is that **Stewart Copeland**, ex-drummer of the Police, composed the superb offbeat music for **Spyro** (while **Sling** went off to act in **Dave**, years later **Stewart** is making music for games). Needless to say the music is unique and makes the audio experience

very different.

There is very little to criticise about this game - it is currently the very best in 3D-platform gaming available for the PlayStation. Some gamers might be put off by its cute nature, which can only be described as a tragic loss for the narrow-minded, but you'll be pleasantly surprised by a fantastic game that offers plenty more than you'd expect. Good solid fun doesn't look or get any better than this.



'AAaattschhoo' accuse me did I spit on you.

Spyro The Dragon is without a doubt one of the best PlayStation titles in its class. From the stunning visuals right down to the control system this game simply oozes quality. One look at the amazing visuals will make you check under the hood to see if it really is a PlayStation that's running this game.

95 88 80 84 88 93

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1 PLAYER 1 BLOCK

Graphics & Animation Deceptively Cute
Music
Everything Else

3D Adventure: Spyro

REVIEWS UNDER FIRE

The PlayStation has seen numerous strategy conversions from PC over the past couple of years with the Command & Conquer series probably the most famous of all. Being the third in the C&C series, and with all its predecessors appearing on PC first, this one has been released exclusively for the PlayStation.

The PlayStation has seen numerous strategy conversions from PC over the past couple of years with the Command & Conquer series probably the most famous of all. Being the third in the C&C series, and with all its predecessors appearing on PC first, this one has been released exclusively for the PlayStation.



soundtracks. Westwood managed to give Retaliation its own unique touch by adding units and new technologies to both the Soviet and Allied forces. Giving the usual C&C play something new to master. Field



Retaliation comes packaged with two disks (Allied and Soviet missions) and offers some rather outstanding new maps and missions. Missions are set in Europe with 7 case disks to get through. Gameplay follows very much the same pattern as the originals, requiring you to harvest ore to get the dough to build tanks and expand your defenses and offensive systems to ultimately destroy the enemy.

Retaliation plays off in Europe some where in the not too distant future. Each mission is a completely new challenge with new objectives and tasks to complete. Some of these include assassinating Greek commander, destroying captured prototype plane and capturing the C4 computer technology. A few interesting precedes missions, by either Soviet General James Topolov or Allied General George Caville saving the rules and objectives. It looks really good but if you've seen it once you've had enough.

Gameplay has been made more challenging and be warned, the missions are more complex than the original C&C and Red Alert missions and require quite a bit of added concentration and planning. Retaliation is very well presented and graphically it follows in the footsteps of the previous versions, although it does appear to be slightly more detailed and of a higher resolution than its two predecessors. Scrolling and movement is pretty smooth and in turbo mode things move along at a blistering pace. However, I found that at certain stages the game, although with much happening on the screen, things tend to slow down quite a bit and it becomes incredibly irritating. Being an exclusive release on the PlayStation, Westwood went to quite a bit of trouble in adding a great selection of rocking soundtracks and background tunes, which really enhances the game play.

If you don't enjoy anything other than original game sounds, you can turn the background music off and hear the enemy howl in agony as you pound them with gunfire. Game sounds are no different from the other C&C releases and have been left unchanged apart from the newly added

Although it is a release of the old C&C Red Alert with a few new troops and war machines, this one is a real overkill in almost everything. Unchanged graphics and sounds don't enhance the game but it's a strong match for its competitors. If you've never played C&C before this one is well worth the purchase.

75 75 65 72 51 79

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2 PLAYERS 1 2 BLOCKS

Plus Tremor Effects - Plus You Need A Mouse For Better Gameplay

Overall Rating 70

Strategy

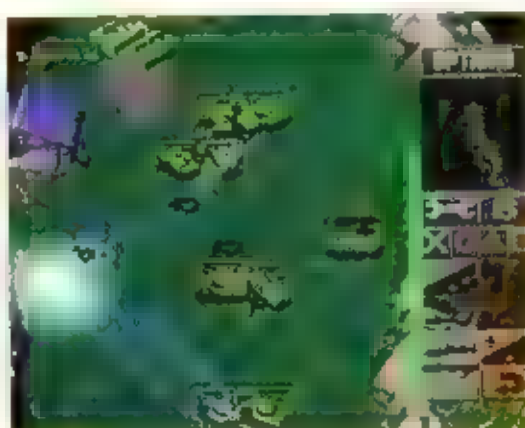
Westwood Studios

Westwood Studios

EA Africa
Tel: (011) 803-4212
R 289.00

www.westwood.com

level and in field war-up units. Skirmish mode has a lot of fun and strategy, keep you glued to the PSX for months. Although Retaliation is recommended for mouseplay, just say "no" to mouse play and you will be able to play the game with the standard PlayStation joystick. A bit tricky at times but not with a little. Most of the game play is about strategy, and it's very well explained and laid out in the detailed 49-page manual.



This is the Gang Attack task mode

Mechanics and Shock troops make up the heavy side of things while tanks, demolition trucks, and missile submarines fill up the rest of the new arsenal.

If the thought of fighting through mission scenarios is not quite your idea of fun, and you love by the motto "If it moves, kill it," Retaliation offers over 100 Skirmish mode battlefields created especially for the PSX version. Skirmish mode also allows you to link up with a friend via a serial cable to play head to head. With all the usual settings like credits, AI teams (up to 3 at a time), tech

you will always want to go back to. C&C is a game that you will want to play over and over again. Retaliation is a game that you will want to play over and over again. Retaliation is a game that you will want to play over and over again.

Will keep you interested for hours. You will never get so much fun. Hopefully you will see the gang walk through the PSX very soon. In the meantime...

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OBEY MY FEET

FIFA 96



he game follows the plight of an unfortunate binke with an even more unfortunate name: Sir Daniel Fortesque is the hero in question and even though he has been granted a place in the Royal Hall of Heroes, Dan hasn't performed any heroic feats in his entire life outside of his own fantasy world.

News of Dan's vains eventually reached King Peregrin who decided to make Dan head of the royal battalion based on his 'also encounters and wild tales'. So the sleepy town of Gallowmere had their hero and all was well. Until Zarak the sorcerer, a sworn enemy of the king, summoned legions of his corpse warriors to attack Gallowmere. Sir Dan Fortesque was the first to fall from a fatal arrow to the eyeball. The evil armies were vanquished and Zarak disappeared. The king's embarrassment over the poor showing Dan put on led to a little truth bending and the king proclaimed Dan a hero who had died, locked in mortal combat with Zarak. A hundred years later Zarak has now

Often games try to terrify the player with laughable attempts comprising of badly animated zombies or hounds from the bowels of the Earth all rendered extra dark and indistinct for 'atmospheric effect'. MediEvil manages to remain eerily creepy while still offering a few comic moments. So it's a black comedy then with scary bits well sort of.

RedTide

— Action Shooter —

Sony Computer Ent

Sony Computer Ent

Ster Kinekor Inter
Tel: (011) 445-7900
R 399.00

www.playstation-europe.com/medieval



A small, just as it kicks up from the distance and before you know it Daniel's back beneath the ground. These are the sort of creepy atmospheric touches that make you terrified of straying off the path. On another level a witch asks you to

has been carefully constructed to add plenty of detail where other games just cast shadows in all those corners. The first innovative level you'll come across is a arm selling complete with barns and deadly scarecrows. Here the scarecrows and the crows have made a symbiotic pact with the evil sorcerer and both now viciously attack you. The surrounding whirl fields command a certain respect with Jurassic Park style attacks occurring should you stray too far into their golden growth.

MEDIEVIL

returned, turning the good citizens of Gallowmere into zombie soldiers. Only one soul has escaped this evil probing. Sir Dan Fortesque. Dan is resurrected and is nothing more than a skeleton with armour. It is now up to Dan to finally rid the universe from the likes of Zarak and prove himself a real hero. MediEvil is a hack and slash fantasy action game with a very liberal sprinkling of puzzle solving. You view the action courtesy of a dynamic third person camera

as Sir Fortesque leaps and pirouettes his way through over twenty intense locations.

This world is a gloomy place

While maintaining the creepy mood of the game the developers haven't sacrificed the variation of each area. It would have been a simple matter to curse the player with endless villages and dark stone castles but MediEvil boasts a wide range of varied locations. Every tombstone or gnarled tree

retrieve several pieces of amber from an ants nest, and no sooner have you accepted her task than she whisks you down to ant size and into the nest you go. While in the ant nest a trapped fairy asks for your help to rescue the other fairies and gives you a few fireflies to light your way. The trip into the ant nest is truly nerve wracking as ants and larvae try to stop you. To say nothing of the confrontation with the queen. It is the sum of all these parts that



A posing pic of our very special hero.



Shine a little light on me

MediEvil



Special effects and coloured lighting

makes MediEvil something really special. Everything is put together with care and the effort has paid off drawing the player deeper and deeper into a dark and terrifying world.

To compliment this already fine game are a selection of innovative monsters you will need to deal with and there are a few hairless entities such as disembodied hands and entities that simply add cosmetic to each level. The toughest of bosses in the form of zombies, vicious wolves and other satanic monstrosities. Then there are dragons and comical stone heads that talk to you as you pass by much like the ones from the movie Austin Powers. Some of the bigger bad guys can only be destroyed by shooting at their vulnerable parts, much like many Final Bosses seem to have. One of the bigger mid level bosses is actually a huge metal robot driven by a little dwarf, it will only see this if you're behind him though.

Another innovative slant on the action comes in the form of different weapons that you can pick up or are given in the Royal Hall of Heroes. Some of them, like the club, take damage as you use them and eventually deteriorate until they break.

zombies. An inventory system also plays a big role in the game and you'll often have to use certain objects at certain times to activate triggers and move the game along.

Devilish graphics and ghoulish music

Often graphics are judged on quantity and not quality. Too often developers think that it's better to throw special effects into everything rather than take the extra time to add small details to everything they create. It's far more impressive to see a few ants crawling around on a tombstone than it is to just have a better looking tombstone. It must be said that MediEvil has some really stunning graphics, not only do they look other

The club can also be used to transport fire from fireplaces to light monster generating haystacks for example and you will even end up collecting an arm from a zombie that can be used as a weapon. There are also some large weapons such as throwing knives and a crossbow. Some creatures respond better to certain weapons and you'll find it's better to hammer ants and advisable to slash

good but they move well too. The only flaw you might notice is a limited number of frames of animation on most of the monsters. They look a little awkward, even the zombies. Sir Daniel Fortesque is superbly animated and genially looks like a skeleton in armour. Leaping and hacking with hourish, you'd almost expect him to slip into a pirouette and tap dance the last few steps to most of his moves. The sound effects are adequate with a few meaty thumps when whacking the club on the floor, and the screams of the dying ants as you smash them to a paste will bring a tear to your eye. Worth mentioning is the music for the game. It's atmospheric and sets the mood perfectly. A Thumping heart beat that is linked to your state of health also serves to add a little anxiety while playing because you know you might die with the next attack.

From the very first moment you begin your quest everything moves along perfectly and you'll quickly forget the outside world as you battle your way through a few more bad guys. It is impossible to knock this game on any level. Although not as heavy as Resident Evil 2, it is nonetheless a spooky action game that demands a long evening's play and then and is fun to play.

RedTide



Is that a fork in your hands or are you just happy to see me?

What no bazooka?

The armour in MediEvil is fairly limited and there are no weapons of mass destruction. What's a developer to do? As a fun selection of traditional Middle Ages weapons to dish out the pain.

The dark atmosphere to capture the right feel that goes along with the story. The creepy atmosphere prevails through the slightly dark comedy with inspiring ease. This is an excellent game that comes highly recommended.

87

86

84

83

76

88

www.playstation-europe.com

1 2 PLAYER

1 BLOCK

Very Atmospheric

Different Weapons

Innovative

84

OVERALL RATING

REVIEWS UNDER FIRE

I'm not exactly sure how to categorize this game, as it doesn't fit easily into any established genres. Perhaps it will mark the beginning of a new dancing style of gameplay, but then it might equally become another forgotten attempt at trying something different. - Nick



ably matched to the game's cool and funky production values, and the individual character design represents many of today's clubbing trends.

As a game made for younger players it works very well, so if you have any kids or want a good Xmas gift, you could do a lot worse, and that's not

shouldn't surprise you to find out that it comes from the same country that gave us Pa Rappa the Rapper. In fact both games are very similar and seeing as Pa Rappa was such a hit in Japan it's easy to understand how Bust-A-Groove might also gain a cult following with all those Sony funny fan club members. Somehow though, it can't quite please loads of African kids screaming at their parents for a Bust-A-Groove stocking filler, or even getting into an argument about whether Kilo is cooler than Heall. One thing I'm sure about however is that the chances of you being challenged to a Dance Energy Groove-A-Ton, are very small.



But, if by some strange Playstation culture clash you were actually asked to go a few rounds, NAG feels this short explanation might save you from being out maneuvered, out classed and out danced by some one who isn't even out of school. Each round is the duration of a song, so for a few minutes you have to shake your stuff and at the end of the song the player with the highest energy meter wins. During the song, you are given a set of commands to perform. These involve a number of directional button taps followed by either a O or X. As you complete each command they get progressively harder, so the longer you don't make a mistake the more complex moves you will perform and the more your energy meter will rise. If you push a button wrong then it's back to easy steps and time to work your way back up to the radical steps. It's also possible to knock the other player down which also reduces their energy bar. The other important aspect to the winning of a bout is timing. As you tap out the required commands you have to do so in step with the music (like Pa Rappa). So

the key to dance floor fame lies in pushing the correct buttons in time with the beat. Any NAG requires enough to accept a show-down with a Bust-A-Groove player now at least has a leg to stand on.

There is also an option to choreograph a music video which involves choosing the dance moves and deciding how the camera views the action. Obviously in such a game as this, the music is a large part of its appeal. The various tracks on offer include the usual house, disco and rap styles plus a few other funky numbers thrown in. The motion captured dancers move smoothly in a smoothly animated fashion while their individual steps are both varied and impressive. Any budding dance floor heroes could even learn a trick or two just by checking out some of the moves on offer. The NAG's graphics are suit-



Looks more like a Rakia than a hip dancer

even mentioning the time you'll have to yourself while they're busy trying to step all over each other.



Dance Arcade

Developer: Sony Computer Ent.

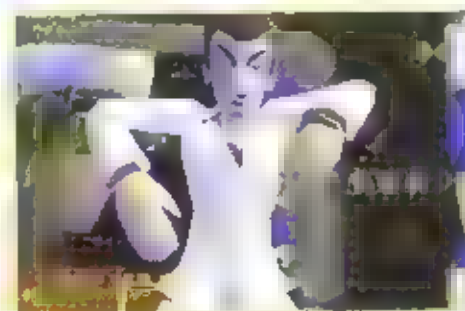
Publisher: Sony Computer Ent.

Supplier: Ster Kinekor Inter.

Tel: (011) 445-7900

RRP R 349.00

International Site
www.playstation-europe.com



Grooving is a national pastime

Punky sound and visuals provide a cool 2-player game that doesn't involve any blood or guns. Younger players with a sense of rhythm and a desire to out dance their friends will get the most out of this game.

70 68 70 NA 80 65

www.playstation-europe.com

1 2 PLAYER 1 BLOCK

Reveals To Help: 100 Per-Move Score
No Violence
Great 2-Player Fun
Relative Gameplay

OVERALL RATING 70

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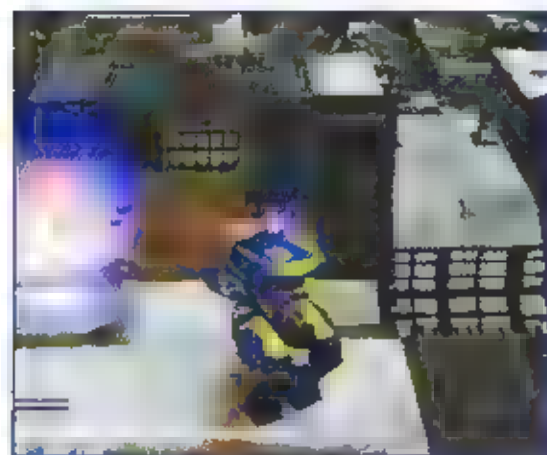
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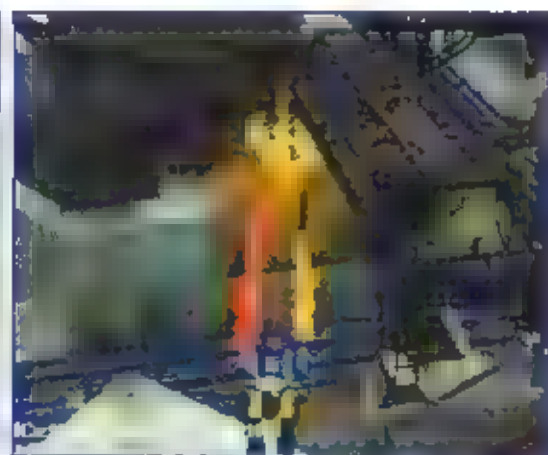
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DUAL SHOCK



Batman in a mech suit



The PSX stands up admirably to the multitude of special effects.



and believe me, there's a hell of a lot of vermin that needs to be exterminated.

There are two different types of missions to play: Crime War which is a case of taking out a primary target while staying alive, longer enough to reach it, and Precinct

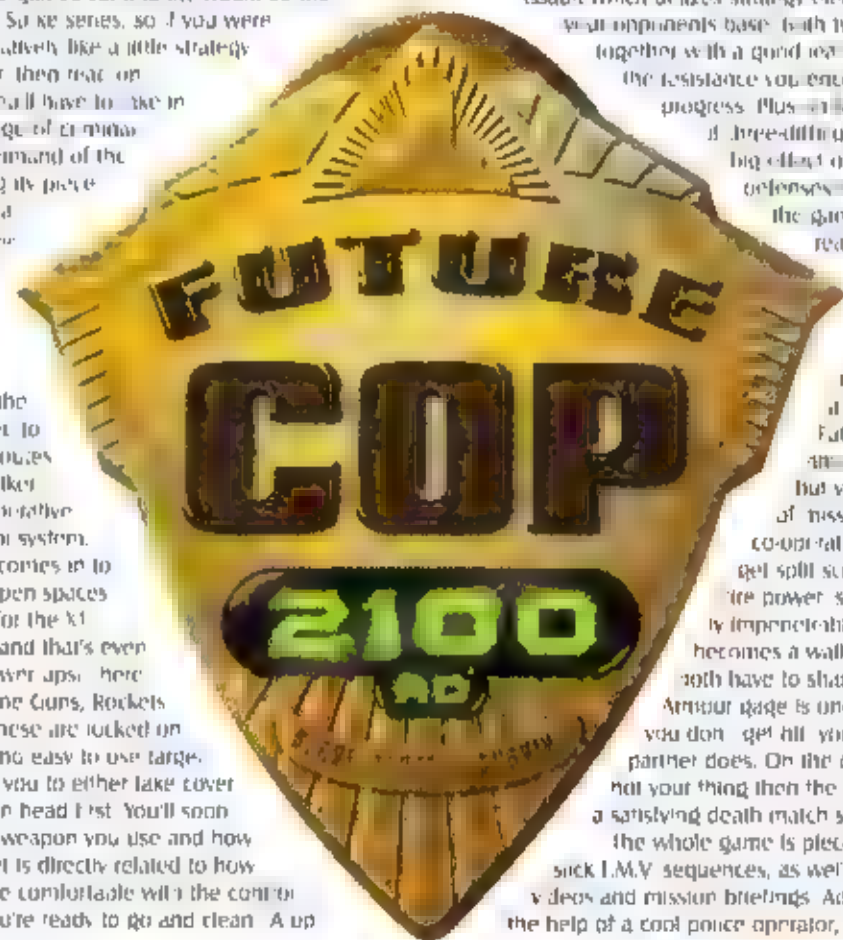
Assault which utilizes strategy elements in order to overcome your opponents base. Both types of missions are well put together with a good learning curve that slowly ups the resistance you encounter each time you progress. Plus on top of that there is an option of three difficulty settings which have a big effect on your enemies and their defenses. Players determined to beat the game on the hardest level will really have to put in their homework, but this all provides for large amounts of replay value.

This is all single player mode, but well, there's more to it than that. Not only does Future Cop provide a very solid single player experience but you can also play both types of mission in 2-Player mode. With co-operative play in Crime War you get split screen action and double the firepower so what was once a practically impenetrable foe is suddenly becomes a walk in the park. However you both have to share power-ups and also your Armourage is one and the same, so even if you don't get hit, you'll still lose out if your partner does. On the other hand if co-operative is not your thing then the Precinct Assault provides for a satisfying death match style of gameplay.

The whole game is pieced together with extremely slick I.M.V. sequences, as well as informative training videos and mission briefings. Added to that you also have the help of a cool police operator, she will give you hints on

its closest relative in the games community would be the Jungle and Nuclear Strike series, so if you were into those or alternatively like a little strategy with your trepanner then that on.

The first step you'll have to take in controlling the wide range of criminal elements is gaining command of the F.C. 2100 Alpha. This ring its piece of hardware is basically a mech robot with the ability to transform into a hover car because of the different types of terrain you encounter. You'll have to switch between the two. With the numerous walls you have to walk on plus the tricky routes you have to take the walker through it becomes imperative to utilize its solid control system, whereas the hover car comes in to its own while in wide open spaces. The weapons available for the 2100 Alpha is most pleasing, and that's even before you get more power-ups. There are 3 basic types: Machine Guns, Rockets and Special Weapons. These are locked on to enemies by a quick and easy to use targeting system that enables you to either take cover and fire or else just go in head first. You'll soon learn that the choice of weapon you use and how you approach your target is directly related to how long you stay alive. Once comfortable with the controls and weapons system you're ready to go and clean. A up



Future Cop is one of those games that initially seems pretty straight forward, but the longer you play it, the more you get into it. It's not a brainless shoot-em-up so players looking for a quick fix will find themselves going in guns blazing and leaving in a coffin. Future Cop is definitely a frantic get big guns and kick ass affair, but it requires some cerebral plotting and quite a bit of stealthy maneuvering.

Nick

Future Cops

LAPD (cont)



Third person perspective camera angle.



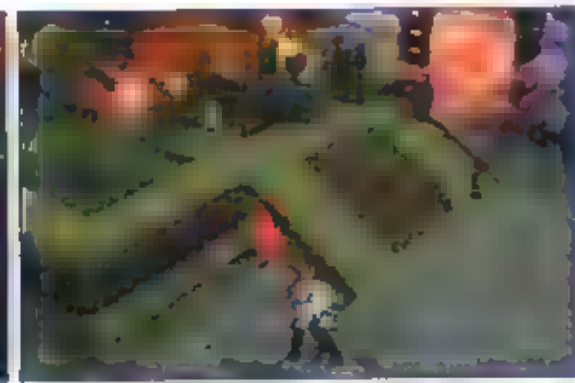
Fast hand paced action

how to progress plus share a few jokes and generally keep you company throughout your missions. Moreover plus that of the villains are done just right, so you will often be entertained by the witty sound bites such as religious extremists shouting 'Die Unbeliever!' The sound effects such as explosions and moving vehicles are also first rate and the graphics equally reflect this high level of production.

Lots of extra touches plus attention to detail throughout the game provide you with a high level of entertainment while never actually detracting from the gameplay itself. The various missions are refreshingly original involving elements such as drugs, gangsters, robots, a cat and it plans to name but a few. The more I played Future Cop the more attached I became to it, which is no bad thing unless of course you have to return. If Players with a love of all things related to Robocop will be right at home as will strike fans looking for something a little different. I'll leave you with a word from Future Cop L.A.P.D. 'USE ALL NECESSARY FORCE TO SERVE PROTECT AND SURVIVE'.



Ranged weapons have awesome graphical effects.



Ranged weapons have awesome graphical effects.

EA Industries

3rd Person Shooter	
Developer:	Electronic Arts
Publisher:	Electronic Arts
Supplier:	EA Africa
RRP:	Tel: (011) 803-4212 R 359.00
International Site www.ea.com	

A well produced strategic shoot-em-up with similar game play to the Strike series. Strong 1 and 2 player solars value make this a game worth checking out.

75 80 80 80

www.futurecop.com

1 2 PLAYER 1 BLOCK

Good Strategic Action
Multiplayer Support
High Replay Value

Lack Of Single-Feature During
Multiplayer

OVERALL RATING

83

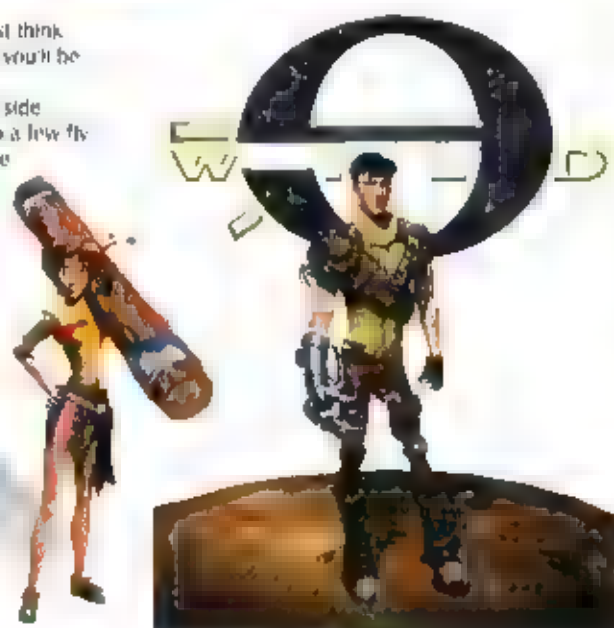
REVIEWS UNDER FIRE

Well, Wild9. Shiny's new release is definitely not in the same league as MDK, but it's still a reasonable game even if it's not giving us anything new. It seems that rather than trying to break new grounds, the developers have instead opted to recreate a solid and enjoyable arcade experience.

You play as one Wex Major who has just woken up to find his fellow Wild9 comrade kidnapped by the ruthless Kam who incidentally is bent on total control of the universe. It's now up to you and your crazy sidekick B'Angus to save the day. This involves chasing round the galaxy looking for Kam while also finding your buddies who have been 'rapped by his Shocktroopers. It's all very light hearted, kind of like the 2000AD comic strip Ace Trucking and Co., or the arcade game called Metal Slug, and if you still not sure what I'm going on about then just think about a war called 'humour and you'll be on the right track!

The various levels are mostly side scrolling affairs but there are also a few flying levels and even a stage where you're just free-falling (flying straight down) in order to successfully negotiate the scrolling level you'll have to get the hang of using Wex's special Rig Weapon. This acts as both a climbing device and a rather bizarre killing machine. Bizarre because instead of your standard ray gun, this Rig acts by entraping your enemies in a force field and then it's up to you to decide how to dispose of them. Pressing the left and right directional buttons and so raising the enemy from the ground over your head and then smashing it down on the ground again does the basic extermination procedure. After a few administered body slams watch the alien scam explode into fractured polygons, or for the true pain merchant how about entrapping a Shocktrooper and then finding a huge fan or electric table, or even a huge meat grinder. Slam them into it and sit back as they are cut, shocked, burnt and shredded into little pieces! It can get quite frustrating.

Arcade Platform	
Developer	Shiny Interactive
Publisher	Interplay
Supplier	EA Africa
RRP	Tel: (011) 803-4212 R 399.00
International Site www.shiny.com	



ing to actually get hold of a Shocktrooper and throw him on a burning 'bar' or some sharp spikes, but it's very rewarding once achieved. (the victims shouts of agony are especially entertaining!) I like his sounds a

little sadistic. It is. But don't worry as the end of each level you are given a Torture Percentage and if it's suitably high then you earn yourself an extra continue for those who like to do their killing in a slightly more restrained fashion you'll be happy to hear that you also have rockets and grenades at your disposal.

The graphics are reasonable with some impressive explosive effects and the controls work but it's not exactly precision engineering. The sound is in keeping with this arcade type game, plus you get a few wacky sound bites. The overall feel of the game is very comic, even the 'rapped Wild9' members are all pretty amusing, particularly one called Nito, who is as far as I know, the world's only living bomb. Unfortunately there's little in the way of replay value, and only a one-player option so don't expect to be losing much sleep.

Gamers looking for a lighthearted romp which doesn't involve any serious brain flexing or in depth challenge will find it in Wild9. Alternatively any gamers looking to vent some sadistically violent impulses will also find it in Wild9. Gamers looking for both of the above should seek help in the form of a CD marked Wild9.



The sadistic weapon that lifts and smashes opponents

After the big hit that Shiny scored with MDK, I was interested to find out what their latest PlayStation offering would be like. I guess it's not easy following up on a very successful game, (unless you decide to make a sequel!) because everyone expects another top class product.

Nick

Overall Rating

70 65 65 72 70 75

www.interplay.com

1 PLAYER 1 BLOCK

Insert Responsibility - No Malicious Lack Of Playability - Arcade Style Play

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UNBEATABLE SPECIALS FOR THE FESTIVE SEASON

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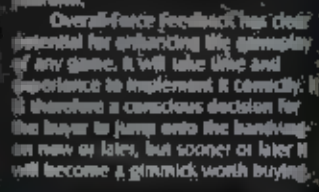
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What's it like? Find out what MAG's does for the green.
MAG's gives its opinion on this new technology.

From numerous tests done on varying gaming software it is clear to me that average times and scores were down while using the Force Feedback device. Leaving me with no alternative to recommend that everybody or nobody should use the technology while playing on a computer.



Ինչպե՞ս լինի իրականացնել իր քաղաքական
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 իր քաղաքական խմբակցության և իր ժողովրդի
 հետ միասին։ Տարբերություն կա՞նք ինչպե՞ս
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 խմբակցության հետ միասին և ինչպե՞ս
 իր ժողովրդի հետ միասին։

Quake 2 (version 3.15) Timedemo Benchmarks

[illegible]

1. The first step is to identify the problem. This is done by asking the question: "What is the problem?" The answer to this question is the first step in the process.

MICROSOFT FORCE FEEDBACK PRO

software isn't adequately in the mix
 unless it's tested in a real device
 capable of performing with it on
 the opportunity to win the game disc-
 ard bag and then spend an hour
 streaming out on a real time from
 a very narrow, dull and com-
 plicated
 brilliant line comes from the
 at 11:45 in a 11:45 in a 11:45 in a 11:45
 all-inclusive in the market of the
 movement. The package is a surprise
 waiting to happen as more and more
 gamers like it. It
 also in the 11:45 in a 11:45 in a 11:45
 on and on with
 time. Perhaps the
 is destined to be
 one of the leaders
 in this field

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Microsoft
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www.microsoft.com

84



MICROSOFT SIDEWINDER FORCE FEEDBACK WHEEL

Finally, Microsoft have taken the plunge and released a streaming wheel for your entire hard disk. It's a genuine simulation, as well. Yes, it's not as slick as the other "redneck technology" and has implemented it into their first streaming wheel design.

The steering wheel and controls are quickly removed and installed in an instant. The steering wheel is attached to the dash via a simple yet effective ratchet that is locked down and then clamps tightly in place. This creates a sturdy platform for vigorous gymnastics without the irritation of the steering wheel twisting. The pedals double and a center pedal must now be added to the steering wheel and placed in a comfortable pivoting position. Hats off to Alton with a simple design that turned speed of the set-up, increased his and joy of the physical demands of the market.

Installation of the software was straightforward, and a password was set. After a 5-min wait, the entire disk drive was installed automatically and without fault. This test is described in the *Computer Controller* test and also in testing the drive settings and for a full disk test. As was already being done for a single channel, all the channels fully. The installation of the software which allows the user to write the waveform data to the disk would be similar to the disk position and if a disk had to be changed the device is not a self-sufficient device.

After perusing the manual for the solution it was clear this was not a problem encountered by Microsoft's Quality Assurance. Only after a few minutes

[illegible]

The AISC FW is constantly designing strength in a structural steel member to resist tensile and compressive forces with one continuous line representing a steel clip angle. Strongly high tensile plastic steel blocks strength in the steel member, and the plastic strength is provided in the middle of the steel member. The stress and strain of the steel

[illegible]

The ASST to build plant engines from a single design is essential and this engine is from an industrial power plant. The engine is designed to be a single engine that can be used in a variety of applications.

all was silent (the sluggish unit seemed destined for a quiet death). After a few hours of testing it dawned on me that the glimmer of new feedback needs time to develop but as a hardware peripheral goes, he X15 is a formidable opponent for

any competitor. It's sports
mensely and the best and
has definite enhancements for
gameplay.

The male judgement area is obviously the pure and it produces a magnificent set but quite wise and helpful but with the addition of a number of other games in the process of making and making these changes, which are all the more easy to put in picking out all these parts.

[illegible]

1. **התאמה** – התאמה בין
 2. **התאמה** – התאמה בין
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SAITEK R4 FORCE WHEEL

halbes ist die Wahl an der Wahllokale
an der ersten Wahlmännlein
die aber hier nicht die Wahllokale
die Wahlmännlein sind.

Sattelk is definitely far from low-cost warning technology. Initially it turns out, as mentioned, that this technology that runs the Race Line Wheel is the same Sattelk technology that runs the Sattelkinder Force Feedback wheel. Because of this, at first it would be little to cry and find it funny, as the performance of the device has changed through the years were run on both products, and now we're friends thereof. And the fact is, it's through the Sattelk Force Feedback wheel, however, it gets the low-down on the technology if you haven't already done so.

Setup and installation of the Saftek Raffle was a bit more lengthy and difficult than expected. After opening the package it is clear to see that manual labour is part and parcel of the initial setup. The steering wheel has to be secured onto the base with three screws, but a slight oversight of a plastic allenkey that slips extremely easily make it a more delicate process than it should have been. Virtual Media Systems assures me that they are going the extra mile for manufacturers of the wheel by adding a more durable steel allenkey into the South African context.

After completing the setup it's clearly visible that the SR4SW is bulkier and wider because of its design. The

camp is one of the strongest and sturdiest you will find on any device. It is one of the strongest of the camp with trouble for and it has up admirably. There is also have adjustable dining positions that changes the angle and height.



place the Salafkelly shoes
a machine but with a
noticeable design differ

one. It has a low-angle steering wheel rather than the usual round design. The low grip area is made from non-slip rubber while the rest of the steering wheel and base is made from low cost plastic. The pedal base is a continuation of the steering column's plastic and is designed with facing aspirations in mind. The pedals and buttons are metallic silver in colour but have a cheap plastic feel to them.

Another feature of the K4 is the gear shifter that is situated on the right-hand side of the base. It

A simple mechanism that handles drive shaft transmission, and also to guide the wheels. The standard set of steering wheels are made of a single or double suspension depending on the personal preference. Here are six programmable options:

including the gear shifters up and down) situated at easy access points on the steering wheel. Two manual belt-tighten pedals and a seat and thigh booster under the actual steering column—similar to an auto cycle.

Installation of the Satek software has always been a pleasant process, and this time was no different. The autonomy of Satek's range of information on all Satek's range as well as all the drivers for Satek's range of peripherals

quick installation of the drivers and click solution in the Game Center the panel and all was set the ability to configure and test the device is at your fingertips as well as

He offered up a couple more suggestions
before he left. He said he would come back.

In general, the value that the software packages included with the Sanyo is worth is all in everything is just basic. It does not include other full product, but what is a nice addition to the right choice. The best way to see what you are getting is by looking at the price. It would have been a better deal to have a better value.

Something that has to be mentioned is the fact that "variable x" is wish to sort the data: in its original box you will also be dissatisfied the unit and the following remark II in the right frame. An annoying "rule" unless you just swap it of plaster and store it in a safe place.

Nevertheless it is the cheapest on the South African market at the moment and a well within budget. The design may seem odd, but it is well purpose and functional. A formidable addition to any gamblers arsenal of gaming devices which will change the way you do games.

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ACCOUNT

PLAYSTATION CHEATS

Dark Forces

Cheat menu:
Press Left, Circle, X, Right, Circle, X, Down, Circle, X during game play. A cheats menu will appear with the following options:
Invincible: No damage.
Coords: Displays current position.
Palinor: Switches NTSC to PAL, will freeze NTSC machines.
Supermap: Display full map of current level.
Maxout: All weapons and ammunition.
Pogo: Higher jump to reach previously inaccessible locations.
Ponder: Turn AI off.
Gamewon: Jump to next level.

To use the level skip feature, enable the "Gamewon" option on the cheat menu. Resume playing and pause the game to access a new option to jump to the next level.

Level select:
Enter P3NDLDQNY2 as a password to access all previous levels.

Mission - Description - Password

- 2 - 09VCJGG7WM
- 3 - 18WBDP7RMN
- 4 - Imperial Weap. Facility 885BVHMCQ8
- 5 - 5Gromas Mines-132ZJQHT3
- 6 - Imperial Detention Cent. GV8KF1G6KL
- 7 - Ramsees Shed -3X8MJ47R3X
- 8 - Robotics Facility -LMZK41R3D
- 9 - Nar Shadda -BR2WYK2CQJ
- 10 - Jabba's Ship -00GBNLJ4G0
- 11 - Imperial City -T2GDTJG5JT
- 12 - Fuel Station -H2DCTKH40S
- 13 - The Executor -PPYRQP58LD
- 14 - The Arc Hammer -RT2W121V7J

Fade to Black

To activate cheats:
At the Password screen press Square, Triangle, Circle, X, Circle, Triangle

You will get an 'Invalid Code' message. That's fine.

Now go back to the Password screen and enter the following codes...

Invincibility:
Triangle, X, Triangle, Triangle, Square, Circle

Unlimited Shield:
Square, Circle, Circle, Square, Triangle, X

Level Select:
Circle, Circle, Triangle, X, Square, Square

Movie Test:
Square, X, Circle, Triangle, Circle, X

Excalibur 2555 A.D.

Full health:
Pause game play and press Triangle(3), Square(5), and resume game play.
Full weapon:
Pause game play and press Triangle(2), Square(2), Circle(2), Square(2) and resume game play. An on-screen message will confirm correct code entry.
Display collision boxes:
Pause game play and press Circle(4), Square, Circle(2), Square and resume game play.
Level skip:
Pause game play and press Square, Circle, Square, Triangle, Circle, Triangle(3).

Level Name Password

2. Death Crypt Triangle, Square, X, Circle, Circle, Triangle
3. The Trappings Circle, Square, X, Circle, Circle, Triangle
4. The Sewer Square, X, Triangle, Triangle, X, Circle
5. Eco Sector Circle, X, Circle, Triangle, Square, X
6. Fabian Water Hold X, Circle, Triangle, Square, Circle, Circle
7. Fabian Central Square, Square, Circle, Circle, X, Triangle
8. The Prison Circle, X, Square, Triangle, Triangle, Square
9. Elysian Labyrinth Triangle, X, Triangle, Circle, Square, Triangle
10. Subterranean Triangle, Circle, Circle, Square, Triangle, X
11. The Vault X, Square, Square, X, Triangle, Square
12. Delavay's Lair Circle, Triangle, X, Circle, Square, Circle
13. Project Eden Square, Triangle, Circle, X, X, X

Lost World Jurassic Park

Play as T-REX:
TSOSXTTOSTTX
Play as Raptor:
SXTXOSTXSOX
Compy with 47 lives:
XSTXXOSSTXOO
Raptor Gallery:
XSTXXOSTXOOS
Human with 30 lives:
XSTXXOSTSXOO
Hunter Gallery:
XSTXXOSTSOOX
Raptor with 30 lives:
XSTXXOSTXS00
Raptor Gallery:
XSTXXOSSXT00
Sarah Level:
TTSSOSTXSTOS
Many lives:
When it says "start game" press:
T,X,S,T,O,X,S,O,S,T,X,O

Space Jam

Code Key: O=Circle, S=Square
T=Triangle and X=X

Extra Menu:
At the option screen, hold L1 + L2 + R1 + R2 and press X. This should bring you to a new screen.

Unlimited Power:
At the "Space Jam" title screen enter: S, T, O, left, right, L1.

MDK

Bonus AirStrike:
While playing, press Down, Up, Circle, Down, Up, Down, L1.
Cow Drop:
While playing, press Up, Down, Down, L1, Right.
Dummy Decoy:
While playing, press X, L1, Right, Circle, X, Up, Square.
Hand Grenade:
While playing, press Triangle, Circle, Square, Square, L1, Right.
Homing Sniper Grenade:
While playing, press Left, Up, X, Triangle, L1, L1, Right.
Level Select:
At the title screen press Left, Circle, Triangle, Up, and Square to make the level select option appear.
Mortar:
While playing, press Left, L1, Triangle, Square, Right, Circle, Left, Left.
Most Interesting Bomb:
While playing, press Down, Right, Circle, Circle, Left, Left, Up, Square, Triangle.
Sniper Grenade:
While playing, press Up, Square, L1, Left, Circle, Triangle, Square.
Super Chain Gun:
While playing, press Left, L1, Down, Square, Triangle, Up, Down.
Thumper Weapon:
While playing, press Down, Up, Left, Left, Triangle, Up, Right, Down.
Twister Weapon:
While playing, press Down, L1, Square, Triangle, Right, Up, X.

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MULTIPLAYER MAYHEM

Gaming is a definite growing market in South Africa

and this is shown purely in the multi-player aspects of socialising under gaming environments. As more and more Clans and Clubs are spreading across our beautiful country, I had to see for myself exactly whether gamers are willing to break out of their dark, secluded rooms and experience gaming the way it should be. LAN Party!

When first hearing of the Morbid Light LAN Party to be held in Randfontein it became clear to me that if there was one venue more out of the way than this it would be Three Sister in the Karoo. This would be the true proving ground of the willingness of the multiplayer and gaming socialite to support local events, I mean it's

MORBID LIGHT LAN PARTY

NAG EXCLUSIVE

Firstly I would like to congratulate all Morbid Light Clan members on a fine job of hosting the LAN Party and catering for all the players needs. If anybody has similar events in mind, give them a call, it's worth find-



Concentration



The Oven, and we are stewing.

ing out how to deal with those little problems that you encounter on the day.

The obvious disappointment on the day was the power problems, something that cannot be tested until the

Nevertheless it was fun to reserve the very precious space on my hard drive for the king of multiplayer and to relive old hourly sessions at my local Internet Café (only this time it was free).

If this is to become a pattern in the gaming socialite's agenda then we need to support the Clans efforts to make days like these a success. There are obviously going to be certain uncontrollable problems especially when you are dealing with crowds of hungry, irritable and caffeine filled gamers. Unfortunately I have to finish off the article on a sour note, that being piracy (LAN Party heaven). I don't know how to explain to you gamers that it is not helping our local gaming industry grow and succeed at all. We obviously want to see more of these events but how are we to get the support of the local distributors for commercialising and making these parties worth while when all there money is thrown away by copied CDs. I cannot preach more about the fact that gamers want and want, but are not prepared to give. I am not generalising on the masses here, just the select group of gamers who are neglecting our industry and still want more. The more we support these events and the game distributors the better it will get for the countries multiplayer environment. Great events are on the horizon but are being hard pressed because distributors are trying to show that South Africa is a viable country to invest in. Its not looking good so far, until we can spend a little money putting it back into the fraternity.

I gained large doses of hope and encouragement from Morbid Lights LAN Party leaving me with a heart pounding feeling of the future and what it holds for the South African Multiplayer lover.

day actually arises. It was quite interesting watching organisers restructuring the electrical boxes to try and override the tripping problem. If any ESCOM members had been around at the time it would have been hilarious to see their expressions on their faces. As things would have it, it seemed to be a specific problem with a single machine (no exact explanations) which unfortunately resulted in a rival Clan leaving a little

disgruntled and unimpressed. An unfortunate occurrence seeing that the LAN Party was one of the biggest I have heard of to date in South Africa with a max head count of over 60 red eyed gamers.

The games played on the day were of the obvious selection of Quake, Quake 2, Starcraft, Warcraft 2 and even a little Gunga Man (don't ask).

If I could each out a guess to the most played title of the day it would have been an overwhelming victory from Quake (No. 1), showing that you cannot improve on perfection. Trying to find an answer why this was the case still eludes me because most of the systems on the day were of high spec ranges.



Morbid Light Clan Members



The Organizers

no easy feat packing your pride and joy into your putt-putt mobile and trekking half-way across the country to have to spend more time unpacking and configuring your system for maximum performance. But as things would have it there are plenty of madmen like myself that will make the grand quest for a little adrenaline pumping multiplayer action.



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THE END!



In fierce combat at breakneck speed in this action title. You can supposedly even adjust the camera angles to scout your surroundings. Tommy Lee Jones also features as the voice of Chip Hazard, the leader of the Commandos.

On the sports side we have the best selling soccer game of all time returning with major improvements and new features. Unfortunately the Editor has already booked FIFA 99 and the rest of us will have to settle for something else (Ed: Damn Right!).

Then there is of course Half-Life, the most highly anticipated first person shooter since Unreal. Developed by Valve Software and based on proprietary technology, which has been added to the Quake 2 engine to give a whole new meaning to the term enhanced engine. Half-Life is sure to offer a thrilling story and challenging gameplay. At least if it

stays true to what we have seen so far from the Half-Life Day-1 demo.

As always keep those letters rolling in and don't just send us love letters, we need problem to solve dammit! We need

criticism, constructive opinions and most of all suggestions on how to improve. Some suggestions. This is after your suggestions. I think

that is enough ranting and raving on my part and I would just like to thank everyone that has sent us letters and supported us over the last 8 months that NAG has been going.

That is all for this month and everyone here at NAG wish all

our readers a Merry Christmas and a Happy New Year, and remember it doesn't pay to drink and drive.

Ill next month, keep fraggin, kickin butt, strategizing, sportsing and playing games. Cheers!

This is the season to be jolly tralalala la la la... Yip Christmas is here and Santa Claus is evaluating your behaviour for the year. If you have been a good boy, he might drop off some of the games we reviewed in this issue. Unfortunately some of the more anticipated games such as Tiberian Sun, Duke Nukem Forever, and as things currently stand, GoldenEye.

So let's make it to make its way into any Christmas stocking.

There are many more games out there to despair, 1998 is going to end with a bang as I look at the titles we will be reviewing for our January issue. Shame on you! Did you think we were going to skip the January issue.

Nope everyone here will be working day and night to finish the January issue before Christmas so rest assured that your favourite magazine will be available in January. Hopefully Santa Claus will bring me a new crystal ball. A more accurate crystal ball. After mending all the cracks from throwing the ball against the wall my prediction device came up with the following games and I actually think it might be correct this time.

Starting off gamers can look forward to the next sequel in the Populous series from Bullfrog. This time around the game features 3D graphics, new powerful spells that simulate the power of nature and a impressive multiplayer mode. The objective - Immortality. A game that is finally arriving in South Africa is Tom Clancy's Rainbow Six. Don't know who Tom Clancy is? Just think 'Patriot Games', the film was based on the best seller book which he wrote. Rainbow Six is also the title of his new book and I suggest that you read it before the game arrives. In the game you take control of a squad of elite soldiers and plan tactical offensives against terrorist groups where you need to free hostages, capture leader and basically be a force to be reckoned with. Well we will see if all of that is true about this international success story come January.

On the Playstation side we will be receiving Small Soldiers, which is based on the film by the same name. Gamers will be able to choose the fierce Gorgonites or treacherous Commandos as they participate



Populous



Rainbow Six



FIFA 99

TIME TRAVEL THROUGH ANCIENT EGYPTIAN TOMBS
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APPLE BANGKA, SPIN UP A KILLER WHIRLWIND..



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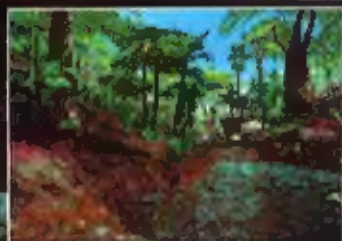


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